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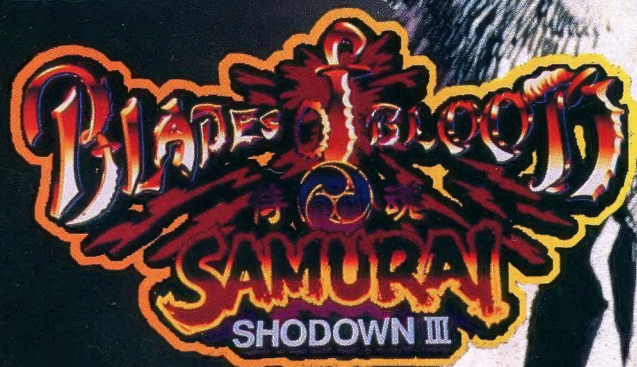
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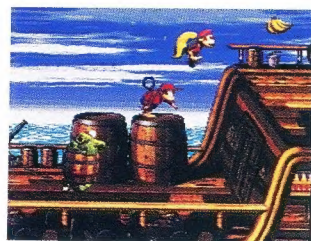
## Diddy's back and better than ever.

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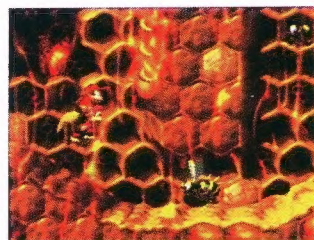
Kong Country 2: Diddy's Kong Quest.™ Sleek, stylish and fully loaded. With **ACM graphics**, 32 megs and so many **new levels**, it even outperforms last year's model. But don't take our  word for it. Let Diddy take you once around the park—sunken pirate ships,  roller coasters, beehives. (Watch the **sticky stuff!**)





**Guess who's back in town.**

Or take his new pal Dixie for a spin — literally. This chimpette flies! There are other special moves too, like the **Buddy Toss** (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the **biggest evolution** in history. Except another game that leaves everything else far behind. (Ever been behind a



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monkey? It **ain't pretty.**)

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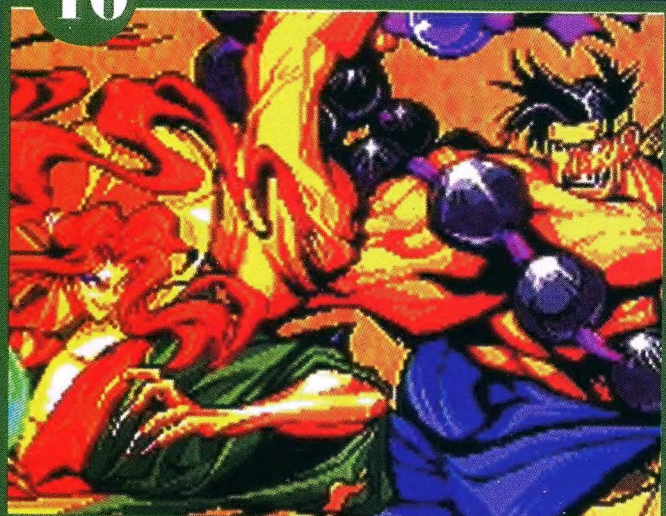
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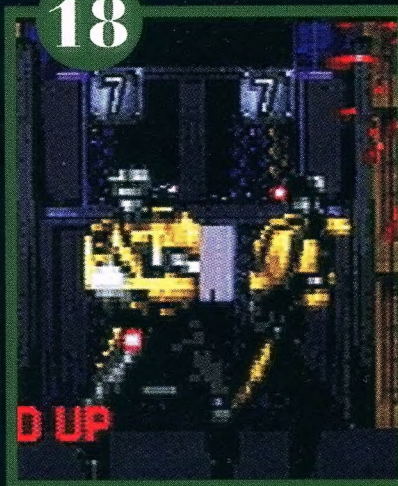
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When nobody's looking, Editor in Chief **Chris Bieniek** likes his peanut butter sandwiches made with four slices of bread—five, even, if there's a tall glass of milk on the side. His favorite Aerosmith song is "Kings and Queens," but he also wanted to take this opportunity to point out that Rick Dufay and especially Jimmy Crespo were totally underrated, and that—song for song—*Rock in a Hard Place* is a better album than, say, *Done with Mirrors*.



Executive Editor **Betty Hallock** has a mean streak that no one really notices. She likes her little sister, the red snapper at Nettie's, gingerbread, her mom's pie, Eric Bergere's debut collection, the Gossard Super-Uplift bra, E Tickets from United, Poppy lipstick in Power, Polly Pocket and the new Air Jordans—the white ones with light blue patent leather trim. Favorite Aerosmith song: "Dream On."



Art Director **Ione Flores** is new to the *TIPS & TRICKS* staff. She has two dogs, PD and Muchacho. She also likes motorcycles, and would someday like to visit Machu Pichu. Her favorite game is *Road Rash* and her favorite color blood red. When we asked her what her favorite Aerosmith song was, she responded, "Who?"



**Nicholas Constant** prefers Cointreau to Triple Sec; he likes the French stuff. One of his most prized possessions is his Rubbermaid Anything Goes 4-Wheel Ice Chest that holds up to 60 quarts of food. He can sit on it and roll down the street too. When he gets to the bottom of the hill, he can have a picnic. His favorite Aerosmith song is "No More, No More."



**Wataru Maruyama** enjoys weightlifting, but his real love is running. He plans to run incessantly this spring, so you may see him running through your neighborhood. Lately, he's been listening to Pizzicato Five's *The Sound of Music*; he's a big Nomiya Maki fan. His favorite games right now are *DarkStalkers 2* and *Tekken 2*, and his favorite Aerosmith song is "Walk This Way."



**Tyrone Rodriguez** likes the frequent parties at Tommy Talarico's house, where he eats hamburgers and hot dogs and h'ors d'oeuvres. His shoe size is 10½. He collects rare PC Engine games and just found *Ys IV* and *Macross 2036*, both of which he's been trying to find for years. His favorite museum is the J. Paul Getty Museum in Malibu, where Betty used to work. Tyrone says "Hi!" to Julie. Favorite Aerosmith song: "Dude (Looks Like a Lady)."



**David Hunt** failed his driving test three times before earning his driver's license. He's the oldest of four sons and used to listen to *MARS FM*. He really likes Tyrone's mom's cooking, bell-bottoms and Nora. He also thinks that people look silly when they play *Alpine Racer* (Tyrone in particular). David hates it when people pick their noses, so he shouldn't visit Thailand, where it's perfectly acceptable. His favorite Aerosmith song is "Cryin'."



**Karen Hallock** is tough, but she has a nice layer of flesh around her. Karen likes cottage cheese with pineapple, warm pretzels with mustard, nonfat lattés with vanilla, garden burgers from Astro Burger, her mom's pie, the Rolex Bubble Back watch, her Gucci belt, doggies, *Cabaret*, the baby Zoe her sister gave to her for Christmas and a boy named Paul. Favorite Aerosmith song: "Crazy."

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We can't respond to every letter we receive, but we do read them all and we enjoy hearing from you.

## Bogus Codes?

I purchased the December issue of *TIPS & TRICKS* after I rented *Mortal Kombat II* for the Super NES. I saw that you had some codes for it. I tried at the character selection screen like the instructions said. I tried the codes in different ways, but they didn't work. What's wrong?

—Dustin Cruse  
 Dixon, Illinois

Those Super NES MKII codes are tough! Believe it or not, they do work. We always test our codes over and over again before we go to print. The codes were re-verified after we received your letter, and, yes, they are active. If you read the instructions in our Super NES tip collection carefully, you would have learned the secret to entering these special codes: You must press the buttons very quickly. If you're not fast enough, they won't register. Keep trying and, with enough patience, you should be invincibly thrashing Shao Kahn in no time at all. May the force be with you.

## International Reader

I would like to tell you that the *TIPS & TRICKS* Magazine you guys make is the best! I just have a few questions. Is Smoke in the Super NES version of MK3? I just bought *Killer Instinct* and *Mortal Kombat 3*. I like them both. Are the two bosses accessible in MK? Or Eye-dol in KI? If you guys know even of the Smoke code I would be very happy! Thanks for putting out such a great mag!

—Marvin Trinidad  
 Metro Manila, Philippines



*Whenever such an exalting letter arrives at the offices, the staff feels great. An international one is even better (interesting stamps). As for your questions, turn to the Super NES tip collection starting on page 52—you may not be aware that ours is the largest in the industry, maybe even the world. You'll find the MK3 and Killer Instinct codes you're looking for. Thanks for all the good words, Marv.*

## My Name Is Jason

My name is Jason and I'm 14. I just wanted to say that the January issue of *TIPS & TRICKS* was spectacular. I especially liked the cover. My favorite game is *Ultimate MK3* (since it came out) and I found your tips very helpful.

When is the Ultra 64 coming out? I heard that *Killer Instinct* (my second favorite game) is

going to come with it. Is that true, or is it just another one of those rumors? I'd like to say that *TIPS & TRICKS* is the place that I go to get almost all of my cheats. Thank you for all your help.

—Jason Wess  
 Portland, Oregon

*Jason, thank you for all the wonderful comments on our magazine. Regarding Killer Instinct: There's no word on what the Ultra 64 pack-in game will be—if any—but Nintendo has stated that the original Killer Instinct will not be appearing on the Ultra 64. Instead, the new machine will have a seriously upgraded version of KI, very possibly a full-on sequel.*

## I'm 12 and looking for a relationship

I was wondering if Betty goes out with younger men. My name is Joe, and I'm 12 and looking for a relationship. We both seem to share the same interests, and I'm sure that we would make a great couple. Do you guys think you could put in a good word for me?

—Joseph Arnold  
 Little Rock, Arkansas

Nope. Nope. Nope. You're 12 and you're thinking about relationships?! You're crazy. You should be hanging out with girls your own age, right? We're sure that there are plenty of sixth-grade girls who'd want to play *Virtua Fighter* with you.





# Toy Story

SUPER  
NINTENDO

GENESIS

Toy Story

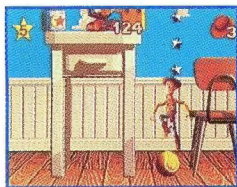
## TOP-SECRET CHEATS!

Just as we went to press with this issue of *TIPS & TRICKS*, we discovered some cool cheats for both the Genesis and Super NES versions of *Toy Story*. Instead of waiting a whole month to include them in our April '96 issue, we managed to sneak them in at the last minute. *Toy Story* is a tough game, but after you cheat your way through with these secret codes, you'll be saying that it was a tough game.

### GENESIS: INVINCIBILITY

First, complete the game's first stage; then, at the start of the second stage ("Red Alert!") you must collect the three stars above the toybox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than seven, the

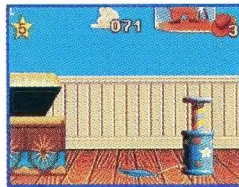
cheat won't work. Once you've collected seven stars, jump into the toybox and hold **Down** on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game.



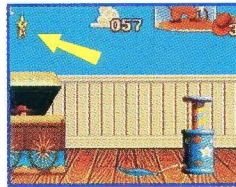
In the second stage, collect exactly seven stars...



...then jump into Andy's toybox.



Next, hold **Down** on the D-pad for six seconds.



You'll see the health star start to spin.



Now you're completely invincible!

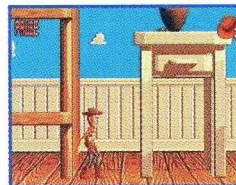
### GENESIS: STAGE SKIP

Wait for the title screen that shows Woody glaring at Buzz while the words "PRESS START" are flashing, then spell "abracadabra" on the controller by pressing A,

B, Right, A, C, A, Down, A, B, Right, A. You'll hear Woody yell, "Hot! Hot! Hot!" Now start the game; to skip a stage, hit **START** and press A while the game is paused.



Press A, B, Right, A, C, A, Down, A, B, Right, A.



Now during the game, hit **START** to pause and press A.



You'll warp immediately to the end of the current stage.

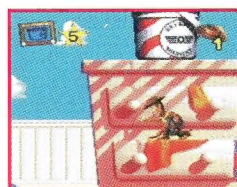
### SNES: INVINCIBILITY + STAGE SKIP

In the first level, walk to the right until you reach the rubber ball that's next to the chest of drawers with the bucket of army men on it. Jump on the ball and gently tap to the right to land on the bottom drawer. When you're on the bottom drawer, hold **Down** on

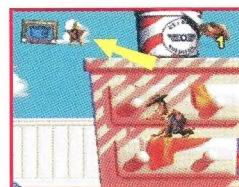
the D-pad for six seconds. You'll see Woody's health star begin to spin, indicating that you are invincible for the rest of the game. With this code in place, you can also skip any stage by pressing **START**, then **SELECT** while the game is paused.



Jump on the ball and tap **Right** to land on the bottom drawer.



Once you're there, hold **Down** for six seconds.



You'll see the health star begin to spin; now you're invincible.



With this code in place, pause the game and press **SELECT**...



...to warp to the end of the current stage.





by David Hunt & Tyrone Rodriguez



## Tips & Tricks Strategy Guide



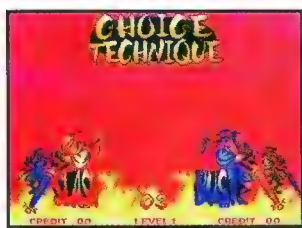
**T**he way of the Samurai has returned with *Samurai Shodown III*. This scrappy SNK battler features twelve characters in all. You may ask, "What makes this game's fighters more original than those of the other games?". Well, they all have alter-egos. Each alter-ego presents a new character into the game. You will almost immediately realize that the game control and movements have been drastically changed since the appearance of *Samurai Shodown II*; it feels like a new game. Unlike other fighting games, the third *Samurai Shodown* release will lead you to a whole new venture. As you play, just remember that in the end, there will only be one person standing...the victor.







## Technique Choice



To personalize the game, you are given the opportunity to decide whether you want to be a chivalrous fighter or a treacherous fighter, referred to as "slash" or "bust," respectively. This decision will be represented by a change in your character's appearance, and almost all of your special moves (and super moves) will become entirely different. The decision will also determine the character's weak points, as well as his or her strong points. Make your choice with this in mind.

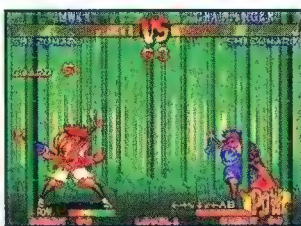
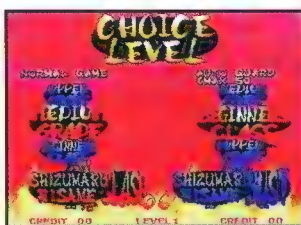
### Slash

By choosing the chivalrous "slash" version of your fighter, you are taking it upon yourself to be the hero of the game, volunteering to rid the earth of the foul creatures who would wreak havoc on the lowly. You will be garbed in the colors that symbolize those who are fighting for what is right. A perfect example of this would be Nakoruru. In "slash" mode, she has the colors of a heroine (red and white) and an animal that most would affiliate with good, the falcon.

### Bust

Evil men live with treachery on their minds; they strive to take over the world by suppressing the weak. If you have it in your heart to be an oppressor, then "bust" is the choice for you. You'll see that the character is darker and more demented than the chivalrous one. Nakoruru is once again a good example of the contrast. In "bust" mode, she has gray and black colors which blend with the night, making her look almost evil. She also has a different companion, a wolf—a ferocious animal that hunts in the night.

## Levels



After choosing whether you want to be "slash" or "bust," you can choose the level of play for your character. This is a difficult selection. If you are playing against the computer, it shouldn't be hard for you to decide—but when playing others, you should always consider which character your opponent is using and what level they are playing on and try to match up.

### Upper Level

Our personal favorite is the Upper Level. In this level your special move is powered up for the entire round. The catch is the fact that you are unable to block. See "General Hints" for a remedy to this situation.

### Medium Level

If you are one of those players who enjoys the original gameplay from *Samurai Shodown II*, then this is the level to pick. Your Desperation move charges up at the usual rate, and all blocks and attacks are at the "normal" level. Thus, the default is the most balanced level.

### Lower Level

In this level you are given five free blocks. You can block as usual, but if you fail to block the computer will do it for you in most circumstances. Your Desperation move also charges up at a slower rate.

## STRATEGIES

### Choosing Your Level

If your opponent picks the Upper Level, you have two good choices. If you pick Upper Level you will both be playing a full-on, head-to-head battle...with no blocking. This proves for a fast knockout in most cases. If you pick the Lower or Medium Level, you can sit back and play the defensive game. Just wait until your opponent opens himself up—especially after a missed Desperation move—then do an open attack. Either way will work, but remember to take advantage of your opponent's weakness.

If your opponent picks the Medium Level it is up to your imagination (and skill level) to decide what to do. Medium Level is safe against the same.

If your opponent picks the Lower Level, your options are the Medium Level or Lower Level. If you pick the Medium Level, you will be at a disadvantage—because of the free blocks you will not be obtaining—but the Medium Level can help you, as it will be easier for you to pull off a special move as a counter as the opponent is jumping in. If you choose the Lower Level, you will be equal; it will be a true test of superiority.

### Throws

The throwing system is entirely new here in *Samurai Shodown III*. Instead of throwing the opponent onto the ground, you flip them around so that they are left unguarded for a split-second. This is when you need to execute a special move; your opponent will never know what hit him.

### Blocking

Blocking is customary when you are in the Medium Level, but there's an added feature: You are now able to block while in the air. This, of course, doesn't count for the Upper Level, but it comes in very handy for the other two levels.





## The Counter System

Although basic, the counter system can be of great assistance when used properly. A successful counter is performed as follows: Block until you see and hear the contact of the opponent's weapon, then immediately perform a special move, regular slash move or a throw followed by a slash. The faster you perform the counter, the higher the damage percentage will be. It takes a bit of getting used to, but once you do, it may help you out of several near-death experiences.

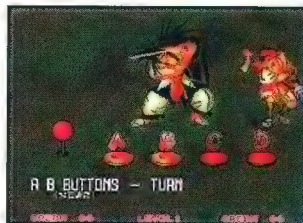
## Rolling

Another new feature of *Samurai Shodown III* is the ability to roll out of a knock-down. All you have to do is press the joystick **Left** to roll left or **Right** to roll right. This is most useful when playing against a character who



waits for you to stand up and catch you off guard. With this move you can turn the tables. Who's surprised now?

## General Hints



- The **A + B** sidestep is most useful in the Upper Level, but can also be used in the other two levels. That's not all! When you are close enough to the enemy you can do the sidestep and sweep to the other side of the opponent. This gives the same effect that you get when you throw, except it is easier for the opponent to recover quickly.
- If you stand in the same spot for too long, the crowd will get upset and start throwing bombs at you. Use all of the bombs thrown on the screen to

your advantage. If you can corner the opponent, there is a good chance that he or she will be hit with a bomb.

- Bombs aren't the only things thrown onto the battlefield. Some of the bystanders feel pity on you if you are losing and will throw some food out for you to recuperate. This meat will bring your energy up by about 10%. It helps a lot when you are fighting against the harder opponents.
- It is important to remember that if you use a "bust" character, then try to use the same character in "slash" mode, *you are picking an entirely different character with different moves and strategies!*



## Standard Moves For All Characters



**Quick Slash:** A button

**Mid Slash:** B button

**Hard Slash:** C button

**Kick:** D button

**Throw:** Up close, **Forward + C** button

**Parry:** Press **Attack** simultaneously with opponent

**Retreat:** Tap **Back**, **Back** on the joystick

**Advance:** Tap **Forward**, **Forward** on the joystick

**Spirit Charge:** **A + B + C** (hold)

**Side Step:** **A + B** (up close is a reverse spin)







## SHIZUMARU HISAME

### Slash

**Scarlet Sword  
Downpour Thrust**  
→ ↓ ↓ ← → ← + SLASH  
**Scarlet Sword  
Crosscurrent Slicer**  
→ ↙ ↓ ↘ + SLASH  
**Scarlet Sword  
Hailfire**  
← ↙ ↓ ↘ → + A  
**Scarlet Sword  
Windshear Slice**  
← ↓ ↙ + SLASH

### Bust

**Scarlet Sword Rains  
of Time**  
While jumping, ↓ + C  
**Scarlet Sword Deadly  
Drizzle**  
While jumping, ↑ + C  
**Scarlet Sword  
Windshear Slice**  
← ↓ ↙ + SLASH  
**Scarlet Sword Mist  
Blast**  
↓ ↘ → + SLASH

DESPERATION  
MOVE



## RIMURURU

### Slash

**Kamui Shtokke**  
↓ ↙ ← → + C  
**Konril Myu**  
← ↙ ↓ + A  
**Lupu Quall**  
↓ ↘ → + SLASH  
**Konrul Nonril**  
→ ↓ ↘ + A

### Bust

**Lupu Thomumu**  
→ or ↘ + AB  
**Konril Shlayu**  
While jumping, → ↘ ↓ + A  
**Lupu De Mu**  
→ ↘ ↓ ↙ ← + D  
**Lupun Oh**  
Any SLASH button repeatedly

DESPERATION  
MOVE



## GAIRA CAFFEIN

### Slash

**Nag Blast**  
↓ ↙ ← + A  
**Victory Riser**  
→ ↓ ↘ + SLASH  
**Earthquake Assault**  
↓ ↓ + AB  
**Hard Head Gabber**  
← ↓ ↙ + B

### Bust

**One Hundred  
Dropper**  
During JUMP, ↓ + D  
**Nag Blast**  
↓ ↙ ← + A  
**Heaven Heart Slicer**  
↓ ↙ ← → + AB  
**Hades Heart Slicer**  
↓ ↘ ← → + CD

DESPERATION  
MOVE







## BASARA KUBIKIRI

### Slash

#### Stabbing Feet

While jumping, ↓ + D

#### Friendly Rip

← ↙ ↓ ↘ → + A

#### Shadow Stitcher

→ ↘ ↓ ↙ ← + SLASH

#### Soul of the Beast

← ↘ ↓ ↙ + C

### Bust

#### Friendly Rip

← ↙ ↓ ↘ → + A

#### Shadow Exit

→ ↙ ↓ ↘ + SLASH

#### Shadow Sucker

↓ ↙ ← + D

#### Shadow Feint

→ ← → + any button

DESPERATION  
MOVE



## SHIRO TOKISADA AMAKUSA

### Slash

#### Holy Spirit Slicer

↓ ↘ → + SLASH

#### Dark Destroyer

→ ← ↙ ↓ ↘ + C, JUMP,  
then SLASH

#### Judgement Blow

→ ↘ ↓ + C

#### Phoenix Flash

→ ← → ← + SLASH

### Bust

#### Evil Hornet Gouge

← ↙ ↓ ↘ → + D

#### Underworld Lord Blast

↓ ↘ → + SLASH

#### Invitation to Evil

← → ← → + SLASH

#### Miasma Plasma

← ↙ ← + A

DESPERATION  
MOVE



## UKYO TACHIBANA

### Slash

#### Concealed Sabre

##### Snowfall Slash

↓ ↙ ← + SLASH

#### Concealed Sabre

##### Swallow Swipe

While jumping, ↙ ↓ ↘ → +  
SLASH

#### Concealed Sabre

##### Haze Hack

↓ ↘ → + SLASH

#### Concealed Sabre

##### Heaven's Gales

→ ↘ ↓ ↙ ← + C + A

### Bust

#### Concealed Sabre

##### Skylark Swipe

← → + A

#### Concealed Sabre

##### Swallow Swipe

While jumping, ↙ ↓ ↘ → +  
SLASH

#### Concealed Sabre

##### Dream Mist

↘ ↓ ↙ ← → + C

#### Concealed Sabre

##### Heat Flash

→ ↓ ↘ + SLASH

DESPERATION  
MOVE







## NAKORURU

### Slash

**Annu Mutsube**  
 ← ↘ ↓ + SLASH  
**Lela Mutsube**  
 ↓ ↘ → + SLASH  
**Kamui Risse**  
 ← ↓ ↘ + SLASH  
**LeLashe**  
 → ↘ ↓ ↘ ← + A

### Bust

**Lela O Chikiri**  
 → ↓ ↘ + D  
**Wolf Pounce**  
 ↓ ↘ ← + D  
**Myu Shikite**  
 Wolf Pounce, ← ↘ ↓ + C  
**Kanto Shikite**  
 Wolf Pounce, ↓ ↘ → + C

DESPERATION  
MOVE



## GENJURO KIBAGAMI



### Slash

**Triple Death Hack**  
 ↓ ↘ → + SLASH (x3)  
**Cherry Blossom Slice**  
 ↓ ↘ ← + SLASH  
**Death Drops**  
 ← ↓ ↘ + C  
**Scarlet Slash**  
 → ↘ ↓ + SLASH

### Bust

**Lightning Wings**  
 → ↓ ↘ + SLASH  
**Death of 1000 Demons**  
 → ← → + SLASH  
**Three Heavens Death**  
 ↓ ↘ → + SLASH (x3)  
**Purple Sunset**  
 → ↘ ↓ + SLASH

DESPERATION  
MOVE



## HAOHMARU



### Slash

**Secret Cyclone Slash**  
 ↓ ↘ → + SLASH  
**Secret Crescent Moon Slash**  
 → ↘ ↓ ↘ + SLASH  
**Secret Earthquake Slice**  
 ← ↓ ↘ + SLASH  
**Secret Flying Cyclone Slash**  
 While jumping, ↓ ↘ → + SLASH

### Bust

**Secret Cyclone Homicide Slash**  
 ↓ ↘ → + SLASH  
**Secret Crescent Moon Slash**  
 → ↘ ↓ ↘ + SLASH  
**Typhoon Wave**  
 ↓ ↘ → + D  
**Serene Slice**  
 ↓ ↘ ← → + C

DESPERATION  
MOVE







# GALFORD

## Slash

**Plasma Blade**  
↓ ↘ → + SLASH

**Rolling Crush**  
→ ↓ ↘ + C

**Rush Dog**  
↓ ↙ ← + A

**Replica Dog**  
↓ ↙ ← + C

## Bust

**Plasma Factor**  
→ or ↘ + AB

**Shadow Copy**  
→ ← ↙ ↓ ↘ → + A or B

**Striking Heads**  
→ ↓ ↘ + D

**Lightning Slash**  
→ ↓ ↘ + C

## DESPERATION MOVE



# HANZO HATTORI

## Slash

**Ninja Exploding Dragon Blast**  
↓ ↙ ← + SLASH  
**Ninja Buddha Reverse Blow**  
when hit, AC  
**Ninja Devil Reverse Blow**  
when hit, BD  
**Ninja Shrike Dash**  
During DASH, → ↓ ↘ + CD

## Bust

**Ninja Earth Opener**  
← ↙ ↓ ↘ → + BCD

**Ninja Exploding Dragon Blast**  
↓ ↙ ← + SLASH

**Ninja Monkey Dance**  
← ↓ ↙ + any button

**Ninja Exploding Atom Flash**  
→ ↓ ↘ + CD

## DESPERATION MOVE



# KYOSHIRO SENRYO

## Slash

**Twirling Flame**  
↓ ↘ → + SLASH

**Toad Plague**  
→ ← ↙ ↓ ↘ → + AC

**Tsunami Crunch**  
↓ ↙ ← + SLASH

**Smoldering Blood Pounce**  
While jumping, ↓ + A

## Bust

**Twisting Heavens**  
→ ↓ ↘ + SLASH

**Eight Coil Serpent**  
↓ ↙ ← ↓ ↙ ← + C

**Kyoshiro Jig**  
↓ ↘ → ↓ ↘ → + C

**Lion Tail Blast**  
→ ↘ ↓ ↙ ← + SLASH

## DESPERATION MOVE





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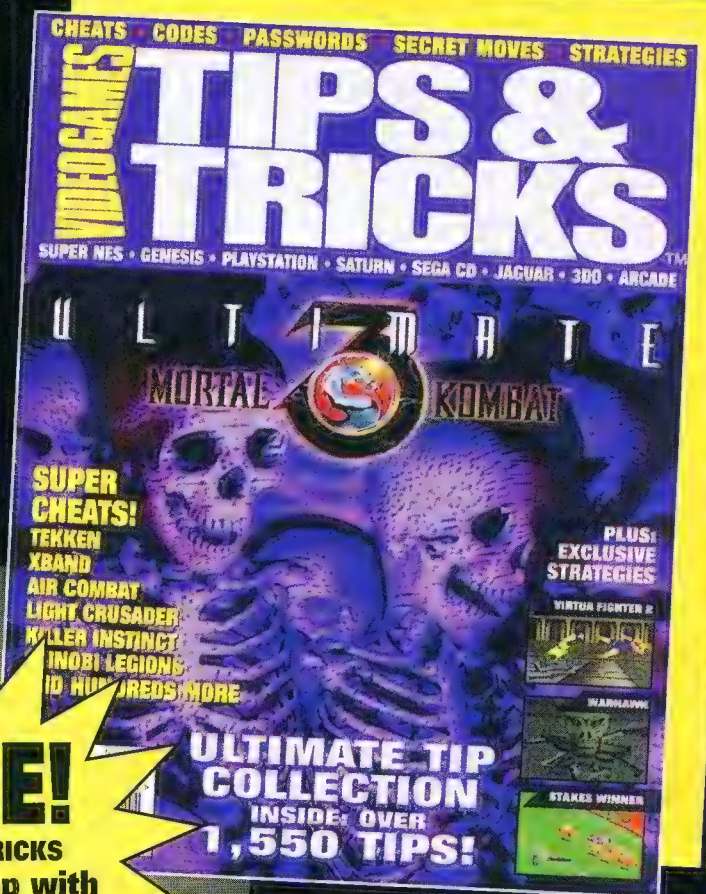
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by nikos constant

### What you should know...

- ⊕ This guide covers the PlayStation, Super NES and Genesis versions of Midway's arcade shoot-'em-up, *Revolution X*, starring Aerosmith. The basic strategy is to KILL EVERYTHING!
- ⊙ Anything on the screen will blow up and give you some kind of power-up.
- ⊗ The easiest way to get through the game is with a partner, so find a friend.
- ⊙ Shoot all of the cameras—if you don't, you'll have to fight more enemies.
- Ⓢ To move down corridors or through doors, shoot CDs; this clears a path and allows you to move forward.
- Ⓜ To save the girls, shoot at their restraints. You'll get bonus points at the end of each round.
- Ⓢ Silver CDs are worth three CDs, Gold CDs are worth ten CDs, the Super Gun counts as five bullets and Lazerdiscs are more powerful versions of CDs.
- Ⓢ Shields give you protection for a short period of time, Skull Bombs clear the screen of all enemies, Wheat Grass Shakes give you extra life and Wings give you point multipliers as well as allowing you to see a secret ending.
- Ⓢ All of the bosses can be killed the same way: Just keep shooting at all the flashing parts. Start with the guns and work your way toward the center of the boss.
- Ⓢ Even though the game is almost impossible to play well with the PlayStation controller, don't get discouraged. You have plenty of continues, so just keep practicing.



Found on all levels, **NONBOYS** can be killed with one shot and are worth 1,000 points.



Also on all levels, **SKATE TROOPERS** take five bullets or one CD to kill; worth 1,000 points.



Killed with eight bullets or one CD, **YELLOW JACKETS** are worth 2,000 points. Watch their blasters!



**NON NINJAS** appear in the Pacific Rim and are killed with one CD or two bullets for 1,000 points.



**NON NATIVES** are in the Amazon. Worth 1,000 points, they can be killed with a CD or one bullet.



**EVER DRONES** work the factories and can only be killed with CDs or they regenerate. 1,000 points each.

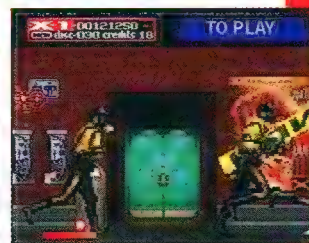


**BERZERKERS** attack in large groups. Worth 1,000 points, they can take five bullets or one CD.

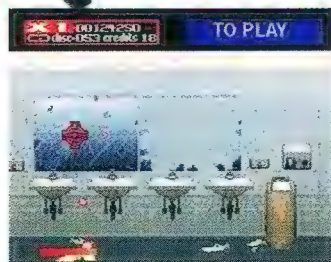




### Tom Hamilton's Wings



At the start of this level, notice if the screen scrolls to the right or left at the roof of the club. Once inside, after the ticket window you can choose to go right or left. Go whichever direction the game scrolled on the roof. Shoot the bathroom sign to automatically go inside.



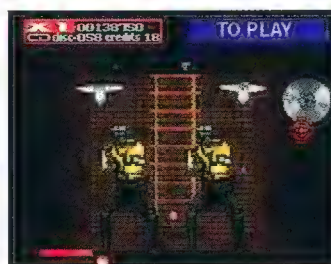
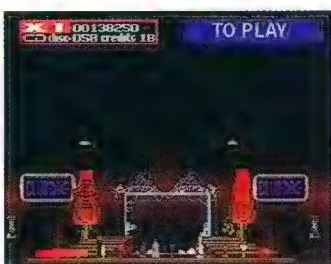
Shoot everything in the bathroom to get extra power-ups. The screen will scroll toward the stalls. In the last stall, you'll find Tom Hamilton. Shoot him, then shoot his wings to get the bonus multiplier.

### Club X

### Steven Tyler's Wings



To find Steven Tyler, go into the bar and use CDs to shoot the two swordfish above the mirror.



Next, shoot the mirror. The screen will automatically take you through the broken mirror into a secret room. Shoot the light switch and kill the two NOY BOYS that appear. You'll go up the ladder to the area above the stage, where Steven is getting some groupie play. Shoot the tongue-tied couple and you'll find...



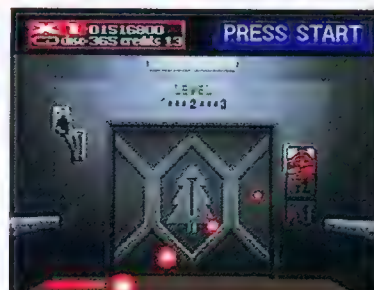
...Mr. Tallarico's Wings for your second bonus multiplier.

To kill the helicopter, start with the engines, move to the wing weapons, the wings, then the body. Boom!

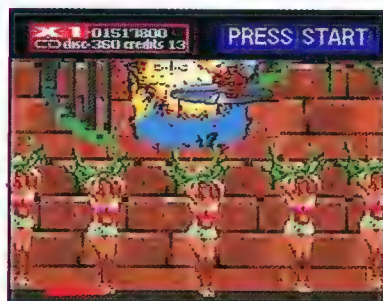




# Joe Perry's Wings



After you reach the first green skull, kill it by shooting it repeatedly in the eye and mouth sockets. It will explode. As you continue down the hallway, shoot the button for the elevator. Once inside, shoot for the third floor. There you'll see a bevy of babes tied up for your amusement.



Shoot the two halves of the circular grate behind the women—you'll have to use CDs. You'll head outside and see Joe Perry flying by. Shoot him and then shoot his wings for the third multiplier. You will then head back down the elevator to the first floor.



The final boss on the Amazon level has two parts. First, kill the green skull in the vat of green slime. Like before, just keep aiming for the eyes and mouth. If you need more CDs, shoot the wall behind to get some extras. After the skull is killed, a man-eating bug will come out of the grate and chase you out of the compound. Once outside the walls, it will stop and you will face it on the bridge of the moat. To kill it, aim for the bridge supports to cause the bridge to break; the boss will fall to its death.

## Amazon Jungle

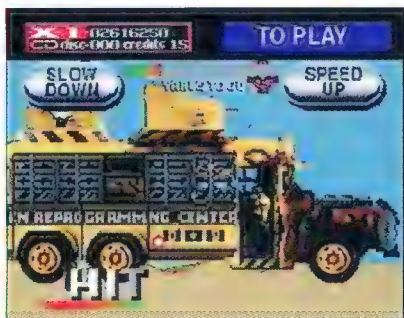


## BOSS





boss



To kill the bus, just keep plugging at the flashing parts. This is the hardest boss because of the speed-up/slow-down factor. To make it easier, have your friend take the job of speed adjuster.

MULTI PLATFORM

Revolution X



# Middle East

## Joey Kramer's Wings



To find Joey's wings, shoot the noses of the first three sphinxes and get the gold CD that comes out of the mouth. You will stop to pick up Joey and be able to get the fourth multiplier.



# Pacific Rim

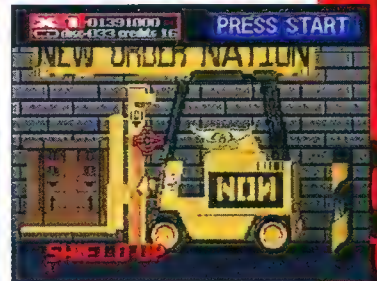
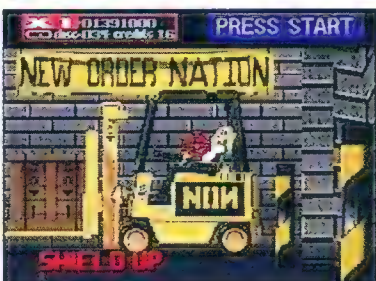
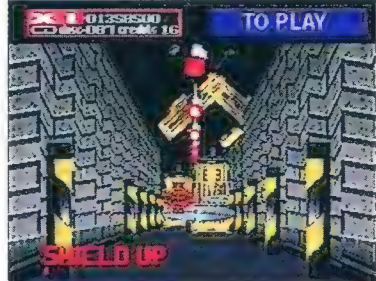
## Brad Whitford's Wings

When you see the crates, notice that the gates are numbered. Go through Gate 1 (by shooting a CD at it), then go right and go through Gate 3. You'll go through and move to the right, past Gate 6. Keep going to Gate 7; you'll see three boxes stacked to the right of the gate. Shoot the top box and quickly shoot the Arrow icon. You'll keep going right, then down a corridor where you're attacked by forklifts. At the end of the hall, Brad will be kicking it on a forklift. Shoot him to get your wings!



boss

Kill this boss like all the rest: Just shoot.



Multi-Platform strategy Multi-Platform strategy





# EARTHWORM JIM 2



By Tyrone Rodriguez

EXCLUSIVE GENESIS &amp; SUPER NES STRATEGY GUIDE

This note is super tender for all earthworm Jim fans.



E102772W

Does Jim's mother approve of the girls he dates?

E102772W

The Million Dollar Question

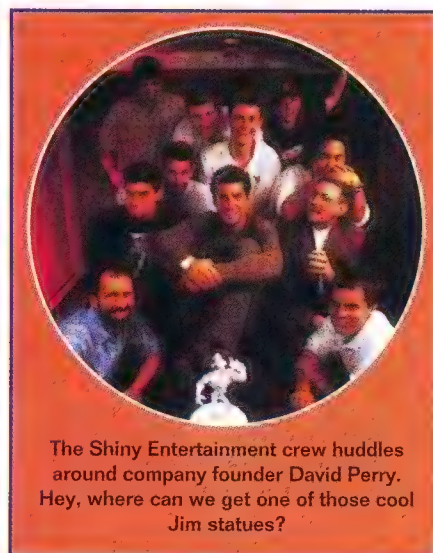
**S**hiny Entertainment has opened yet another can of worms with Earthworm Jim 2. Yes, our hero, the cow—er, annelid—is back in action with Snott to win back the winsome Princess What's-Her-Name from the

nefarious  
Psy-Crow. To

save the Princess and

prevail, Jim will have to use his prowess and Plasma, pulling no punches to pound puny, primitive pansies...permanently.

With levels designed by Shiny's Tom Tanaka, Nick Bruty, Steve Crow, Doc D. and the King, Jim 2 proves to be, in my humble opinion, much easier than its predecessor. That's not to say that the game is a cake walk. This groovy strategy guide is high in fiber and also provides some pointers on areas which may cause a problem to the Jim-impaired. The Super NES and Genesis versions are essentially identical, but we'll point out the differences whenever necessary.



The Shiny Entertainment crew huddles around company founder David Perry. Hey, where can we get one of those cool Jim statues?

## DA' GUNS!

What would our dashing hero do on those cold winter nights without his stash of guns? You don't want to know. Here's a description:



### • Standard Machine Gun

Jim's first and most reliable gun. If you're a purist, this one should do the trick. Additional ammo for the machine gun is everywhere.



### • Barn Blaster

This gun is big enough to have its own zip code and mean enough to come with its own postal worker. One shot will clear out just about anything on the screen, but it does have a delay before and after the blast. Pretty effective if you've had a bad day and your Depends have failed you.



### • Homing Missile


The best gun for long-distance attacks, bar none. Not only is the offensive power considerable, but it can get to enemies in those hard-to-reach-behind-the-ears types of places. One shot can put #4 in his place and atomize the Salt Shakers in "Level Ate." Not recommended when you've got company up-close-and-personal. It's got too much delay after a shot.





The diagrams illustrate the stages of a root canal filling:

1. The crown and root are shown with a red pulp space. A yellow filling material is placed in the crown.
2. The filling material is extended further down the root.
3. The filling material reaches the apex of the root.
4. The filling material is compacted at the apex, creating a slight bulge.
5. The filling material is fully compacted and sealed at the apex.



# Q-TIPS & TRICKS

- TIPS & TRICKS March 1996



• **Fire:** Designated button fires selected weapon or weapon at hand. As touted by D.P., the Jim guns (Standard Machine Gun and 3 Finger Gun) fire in 64 directions. By wiggling the pad you can hit just about anything. It's possible to get a 45-degree arc by facing the desired direction, then tapping **Up** or **Down** on the D-Pad while firing.

• **Snott Parachute:** The designated fire button doubles as the Snott Parachute; simply hold down the Snott Parachute button and enjoy the ride.

• **Head Whip:** Alternate means of attack, and a good one at that. Jim can aim his whip in five directions; if your aim is good, you can get rid of some enemies with just one crack of your...er, head.

• **Jump:** What would we be without gravity? A lot lighter, I say. You'll find that you use this jump less than the...

• **Accelerated Jump:** Simply begin to walk left or right then jump. Jim will make a flying leap and catch more air than he would with the normal jump. Also, he will automatically cling onto any nearby ledges.

• **Snott Swing:** You can perform the Snott Swing (patent pending) and amaze your parents by pressing the Jump button when our hero is airborne. With the Head Swing in the first game, Jim had to aim at a smaller area; now anything slimy can be stuck with the Snott Swing. Leads to extra goodies nine times out of ten (as recommended by your dentist.)

• **Manta:** Viola! The super-duper secret move! Press **Up+X** (Super NES) or **Up+Fire+Whip** (Genesis) and Jim will be momentarily invulnerable. The Manta can be used throughout the game, but there is a one-second delay before you can do it again. The Manta is great against the unicycle-riding Pedro Pupa in "Lorenzo's Soil."

• **Ledge Hanging:** Jim automatically clings onto any ledge he may jump near. By pressing **Down** on the D-Pad he will hang there until you let go of **Down**. Also, he no longer scratches his butt. I thought you might like to know that.

• **Weapon Select:** Only available on the Super NES, this handy-dandy option lets Jim switch weapons at will. Use this option when you're looking to refill a specific weapon.

## DA' LEVELS



## Anything but Tangerines

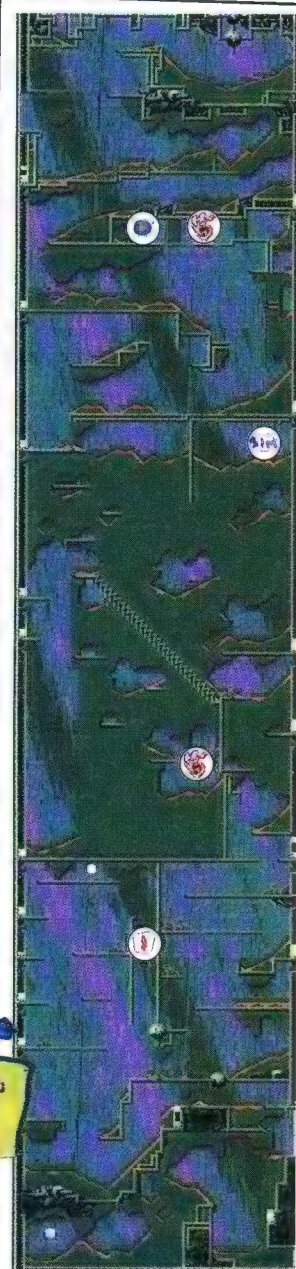


There is an Extra Jim right above the starting point of this level. Proceed to the right, then Snott Swing to the left to get a groovy 1-Up. The Earth Flag is directly below the Snott Pad farthest right in this area. After you enter the door and pass the Homing Missile, jump straight up to snag some goodies. Once you've reached the Grannies, you must alternate between speeding up and slowing down the E-Z stair climber. If you're low on energy after the waterfall, get to the bluff to the left of the waterfall; you should hear "Way Cool!" Go to the right and collect a Super Suit Power-Up. Work your way to the left. When you've reached the pigpen and fallen to the level below, face the left wall and do a Snott Swing. This will get you some well-deserved goodies. Bob is to the right of this area.

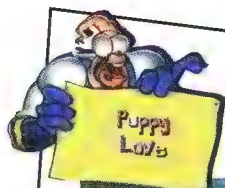
## Lorenzen's Soil

In the second stage, Shiny pays tribute to the coin-op classic **Dig Dug**.

Pace your moves. Grab the stopwatches wherever and whenever you see them. Use your gun to shoot the dirt from above. Although it may appear that you are missing your target entirely, you aren't. The irksome Army Ants can be caved into their dens by shooting the dirt above their dwelling. Kinda sadistic—I like it! You have two chances to get Chip Butties in this level, so take advantage. Pedro Pupa is simple if you deal with him in the proper manner. Position Jim on either extreme side of the screen and aim at a diagonal angle downward. When he closes in, jump over to the other side.



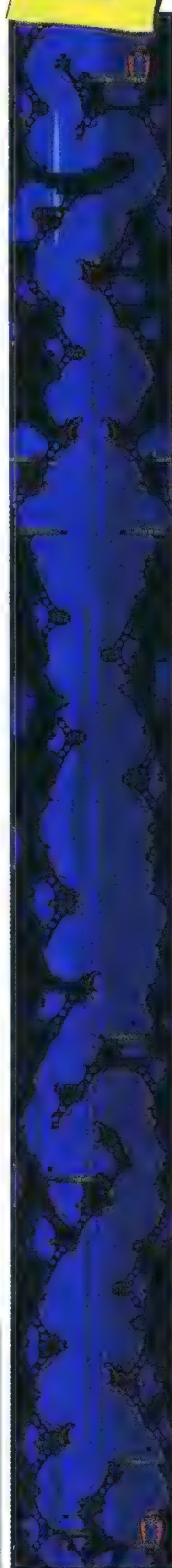




## Puppy Love



Time to save Peter's pink puppies on a huge Marshmallow o' love. There are three parts to "Puppy Love." Each one becomes progressively more difficult, but the general strategies remain the same. The most important thing to remember is that once the puppies have landed (and been bounced) above the cobblestone path nearest to Peter's shack o' love, they will make it safely to Peter. Always go for the bomb first, even if it means dropping your last puppy. Peter will throw the bomb back at Psy-Crow before he mauls you. The turn-around also saves some time while you're in a close puppy situation. This three-part level is simple if you can get a limbo rhythm goin'.



## (a/k/a Blind Sally)



Jim has many spiffy outfits, and he loves nothing more than going out on a Saturday night and blasting anything in his path. With only your standard Machine Gun at your disposal, this stage may tickle your fancy or not. The Villi can be touched, but if you go too far they will sting you. There will be two occasions where you will have the option of taking the Hard or Easy road. The Hard road rewards our dauntless earthworm with Meal Worms and Suit powers; actually, it isn't too difficult. The bubble heads must be shot from a distance. If shot at point-blank range, their explosions will injure our invertebrate crawler. I will leave the more-than-hilarious Game Show up to you.

## Circus of the Scars

Jim gets pumped up with Evil, our host, giving him Heck. It's important to learn to press the inflate and deflate button rapidly. Early on in the level, there's a beautiful, life-saving, almost-as-good-as-Mom's-home-cooking Chip Butty waiting for Jimmy. When Evil begins his flight session, move to the left or right from the last place Evil was before he went off-screen. See the map for more details.

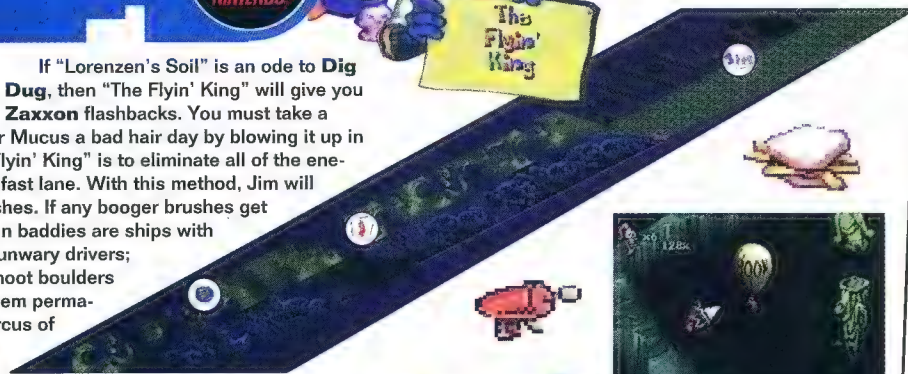


Shiny's Nick "Captain of Coding" Jones ponders the deep, dark secret of Earthworm Jim, Psy-Crow and the Princess. Moo!



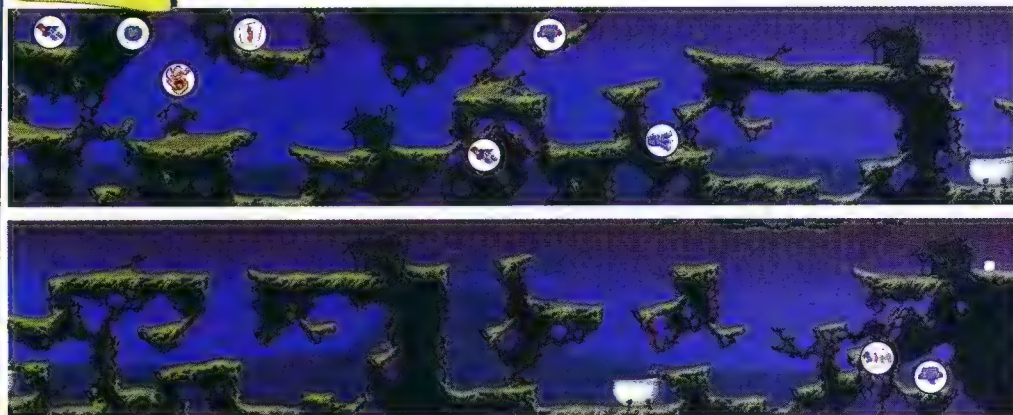
## The Flyin' King

If "Lorenzen's Soil" is an ode to **Dig Dug**, then "The Flyin' King" will give you **Zaxxon** flashbacks. You must take a balloon to the end of the stage and give Major Mucus a bad hair day by blowing it up in his face. The most hassle-free way to clear "Flyin' King" is to eliminate all of the enemies, then return to the balloon by use of the fast lane. With this method, Jim will then only deal with ships and the booger brushes. If any booger brushes get in the way of your cargo, take the hit. The main baddies are ships with cannon balls and fat pigs that hang a ride on unwary drivers; change direction rapidly to shake them off. Shoot boulders near the pig wielding catapults to get rid of them permanently. If you picked up the Chip Butty in "Circus of the Scars," Peter Pain will cause no problem.



Udderly Abducted

## Udderly Abducted



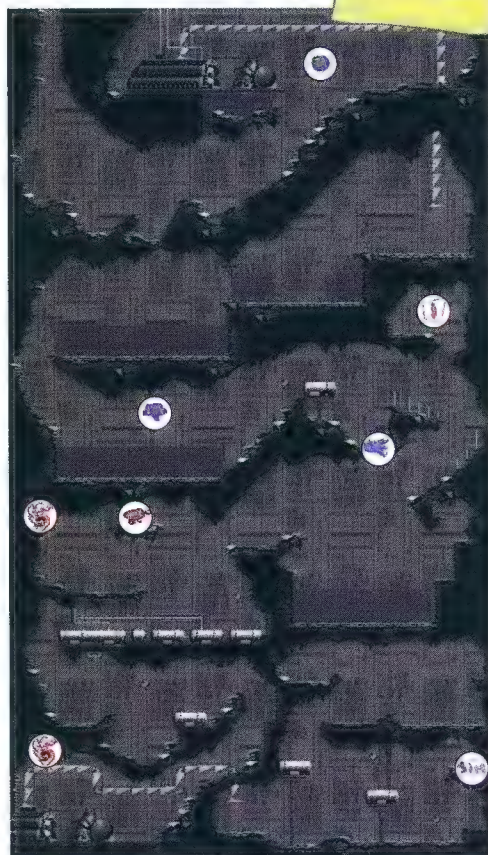
This is one for Mulder and Scully. Jim must save his bovine friends by lugging them to their barn for milking; the poor little things are about to burst. On the way, unearthly whatchamacallits will try to stop Jim. Start this stage on a good note by using the Snott Swing to nab a nearby 1-Up. Immediately after you pass the first cow, fall into a little area with a tomb. Jump into the wall to the left of the tomb; this will get you to a teleport pod which can either get you two of the three passcodes or a bunch of nice items. There are four sets of cows to be rescued; one cow for the first barn, two cows for the second barn and three cows each for the third and fourth barns. Unfortunately, five of the cows are wearing explosives; the first and third cows in the third set and all of the fourth set. Dunk these into the giant, giant bathtubs to extinguish their bombs before you cart them off to the barn. If one of your milky friends is being abducted by a flying saucer, use the head whip to save it.



Lawyers, rats, and monster filing cabinets—sounds like a circus to me. "ISO" is linear. Your main worry is the amount of damage you'll be taking. Lawyers will run with a good whipping. Filing Cabinets of Death are more tenacious, but should be shot. When the second drawer on the cabinet opens, Jim can use it to leap over the unruly thing. Don't get trapped with a filing cabinet against a wall—one hit will kill you. To exit the level and trip up the running door, pick up the closet with the foot sticking out, place it in the middle of the highest platform on the screen, follow the door and watch it trip. Oh, yeah!

## ISO 9000

ISO 9000



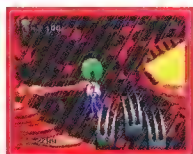
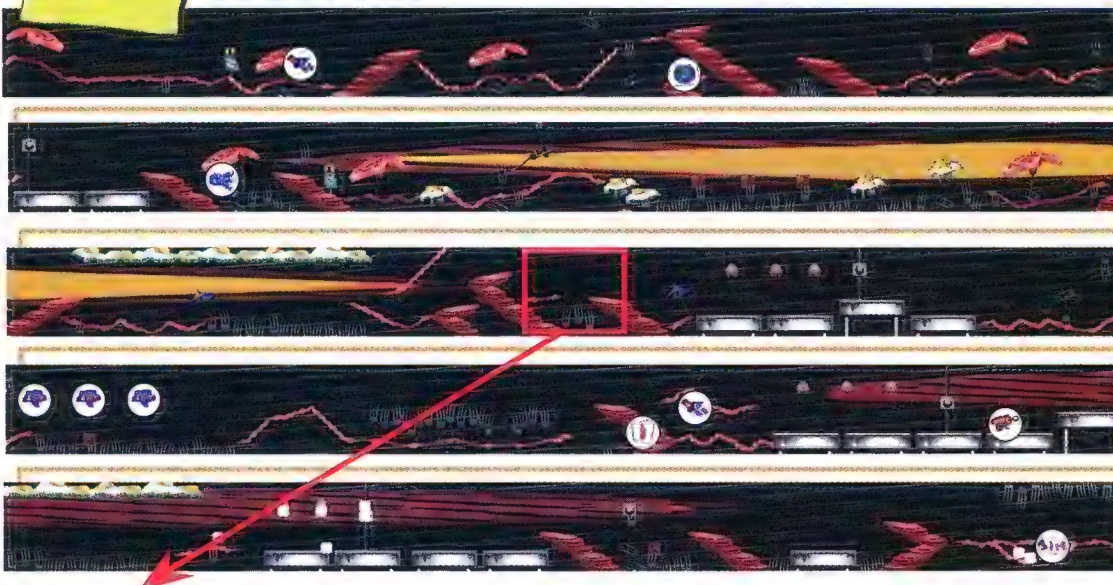
Yes, the world's greatest video-game musician is now part of a father/son composing duo. The elder Tallarico (right) wrote the music for **Jim 2**'s bonus level, "Forked".







## Level Ate

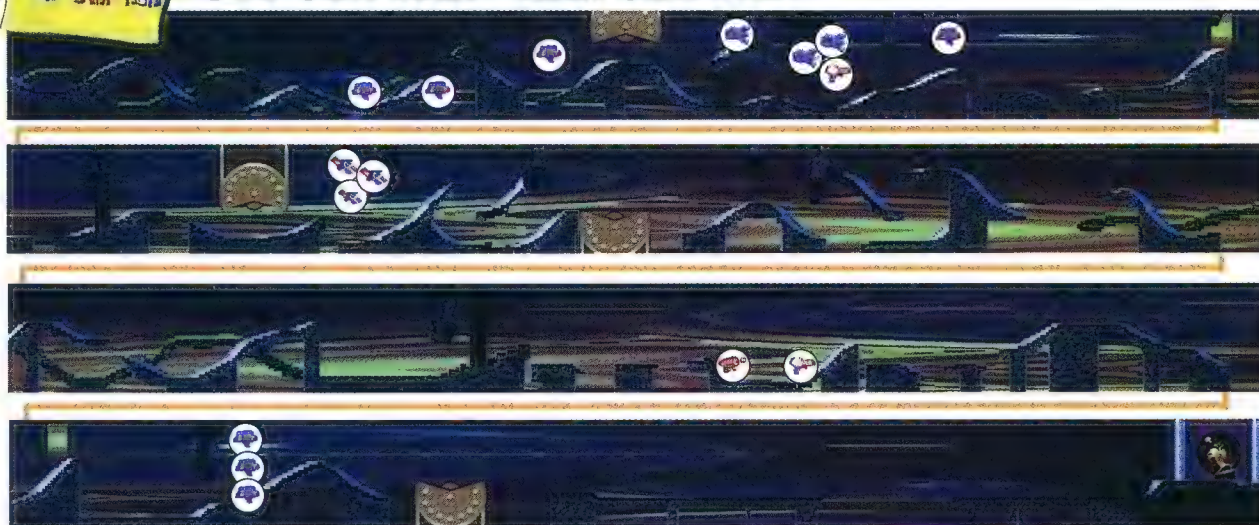


is that the music that plays in the background was written—at Shiny's request—by Thomas V. Tallarico, Tommy's father!! Other "Level Ate" hints: Load up on Homing Missiles (they take out anything with one shot). Shoot snails whenever possible; they distract the salt shakers. Crack eggs to run over the stove; otherwise poor Jim will burn his tootsies. Turn off the stove if you can. Beat the flaming steak by alternating between the three pieces of pepperoni on the pizza. Each time it gets to the center piece, the dang thang will try to flame you. Shoot before it gets the chance and jump to the other side. A dozen shots should do the trick.

Simple, I say. To find the hidden bonus level ("Forked") you must get through the first Snott Swing-stravaganza. After you pick up the ammo, you'll come to a spot with a horizontal piece of bacon to the left of three forks, one of which is jutting out slightly. Use the Snott parachute to wedge Jim between the bacon and the left fork. If you can fit between them, you'll be teleported to the super-secret bonus level, which is filled with power-ups. (The other cool thing about "Forked"



## See Jim Run—Run Jim Run



It's a race between good and evil, though which side is which I'm not sure. Don't stop for anything unless it's absolutely necessary. If there's a power-up in your path, take it, but don't go out of your way to get something. Watch out for two Bubble Guns that can mess you up. Psy-Crow will send three sets of giant balls your way. The first set is a bunch of bouncing balls; these can be avoided by walking between them. The second is a set of falling balls. Position Jim to the far right; from here, you can avoid them by going left, then right, then left quickly. Use the Manta Shield on the last set. Even if you're behind in the last set of balls, you can still beat out the crow. The gauntlet of balls at the end will slow you down, but they shouldn't kill you, so you can take the hits. If Psy-Crow beats you, you must try again; the shocking surprise ending scene awaits!

## Super Cheat Mode!

Still having trouble with the worm? If you're a total wuss who can't Barn Blast your way out of a paper bag, try these top-secret cheats. Become invincible, start at any stage, view the map, listen to Tommy's tunes—hey, and when you're done, you can send these codes to the other game magazines and tell them you found them by yourself!



Genesis version:  
Press **START** to pause the game, then press **A, C, C, A, B, A, B, Left**.



Super NES version:  
Press **START** to pause the game, then press **SELECT, Left, Right, A, X, X, Left, Right**.





# Strategy Guide

By NIKOS  
CONSTANT



## WHAT YOU SHOULD KNOW...

You might think that *Loaded* is just a regular blast-'em-up, but think again. With a little more strategy involved than anything in the *Gauntlet* series, *Loaded* involves a lot of tactical strategy. Placement of your character is very important in trying to blast enemies safely. Try out Cap N' Hands in the beginning because he has the best all-around weaponry and speed. His super bomb is nothing to sneeze at, either. As you get better, try out Vox. I found that the hardest characters to play were Bounca and FwANK; it's really hard to get used to aiming their weapons. Watch out for hidden areas, and use the maps provided to navigate through the areas that won't appear on the auto-map. Conserve super bombs to access areas that are blocked, but can be seen on the maps. Blast em!



**START** The Start of the Level

● Transporter

**EXIT** The End of the Level

A A Transporter Transport Guides

Green Yellow Blue Red Key Cards

Grey Box Fuel and Bomb Pieces

1 2 3 4 The Order In Which You Should Find Key Cards

## MAP GUIDE

Buildings

Hill

Wall

Gravestones

Spaceship

Cap 'n' Hands

Bounca

Mamma

Vox

FWaNK

Butch

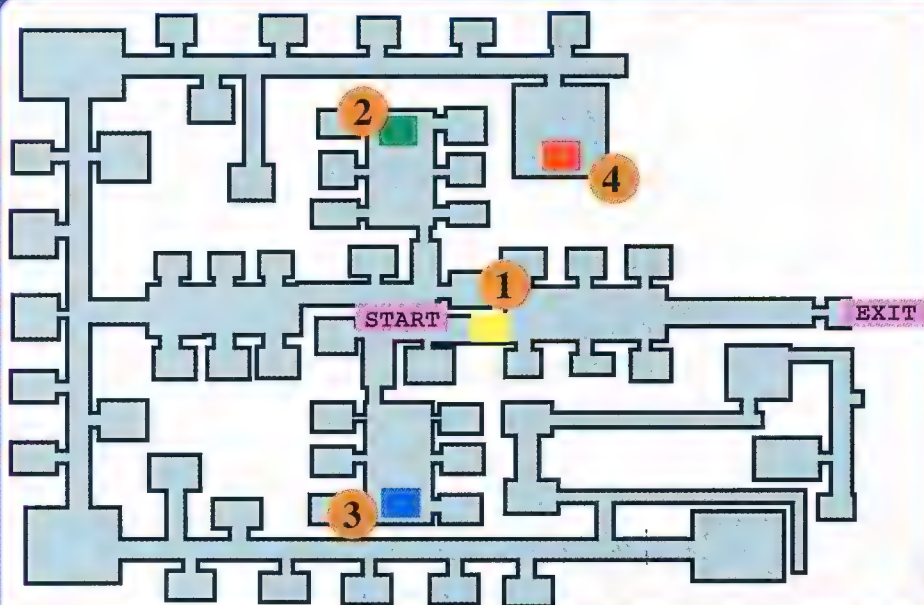
## CHARACTERS





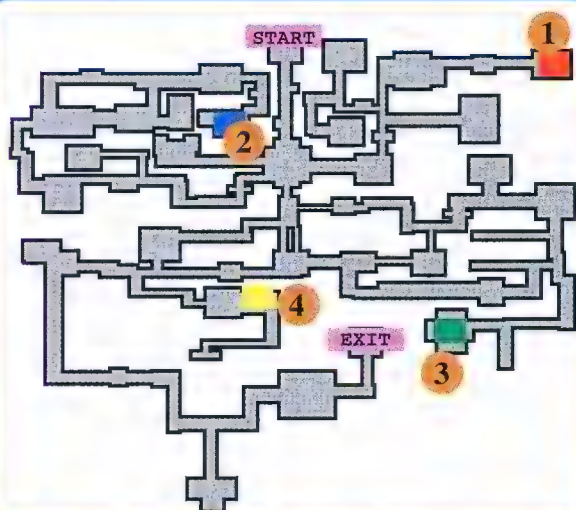
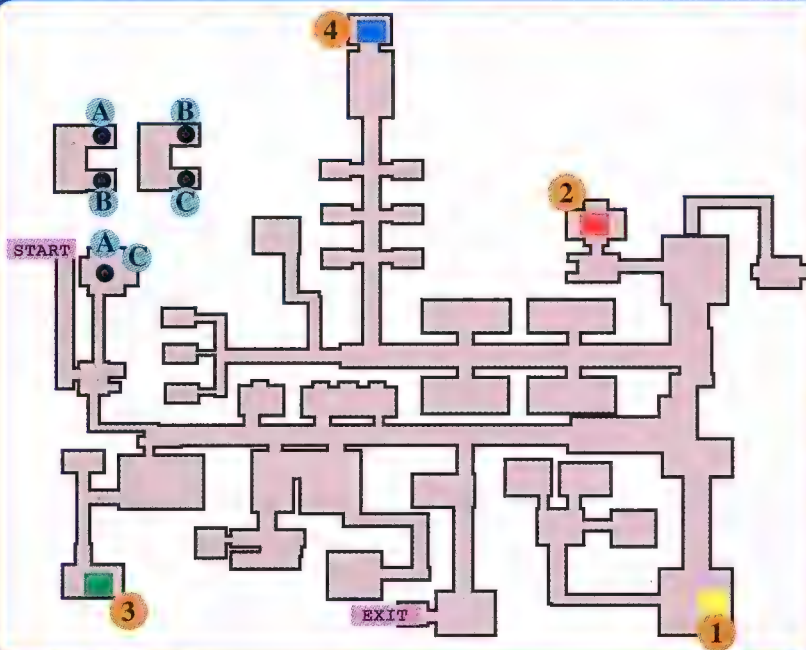
## LEVEL 1

You can easily breeze through the first level by just blasting all the bad guys, but you should really concentrate on technique. Learn how to use the run and strafe buttons to maximize your killing potential. Also, pay attention to which baddies kill you faster. Those are the ones you should concentrate on when they try to gang up on you. Learn to stand in a doorway and let the enemy come to you, using corners for protection. These strategies will help you later on when everything is coming down.



## level 2

Level 2 is the first place you'll experience using the transporters. Stock up on the cash in the two secret rooms first, then head for the yellow key. Conserve the health icons that you come accross until you are low on energy, then go back and retrieve them as needed. This is also the first level with hidden areas. Notice that what's showing on your automap is different from the maps shown here. We've included the hidden areas to make them easier to find. They hold extra power-ups and other goodies such as invisibility, invulnerability, unlimited weapons and extra lives. Rock on to the soundtrack by Pop Will Eat Itself and finish the level.



## Level 3

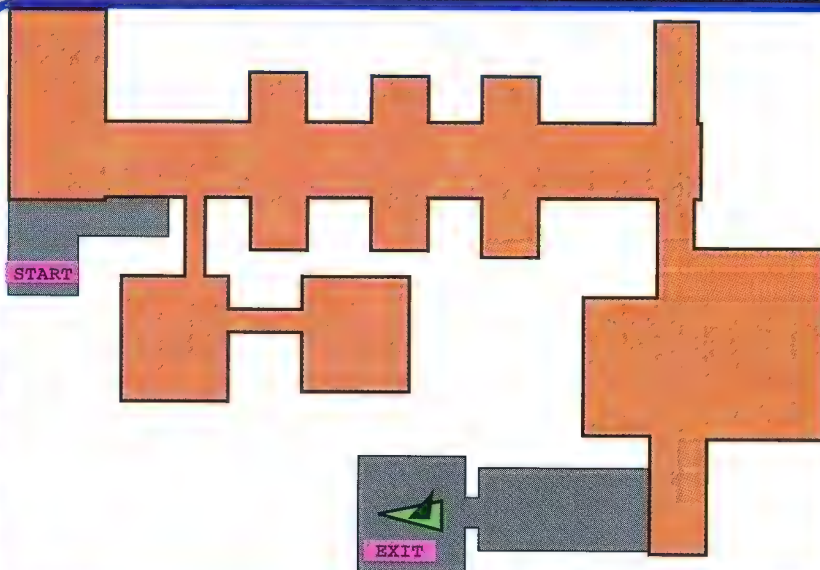
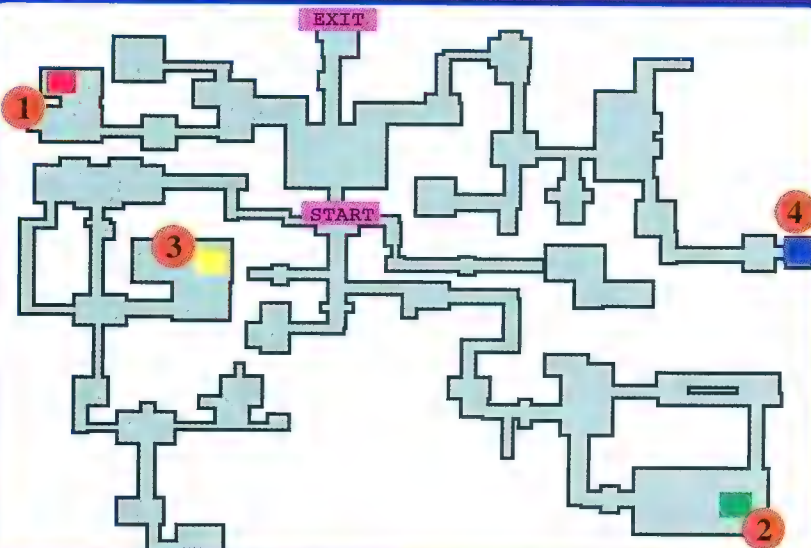
As you continue through the levels, you're going to encounter some very irritating enemies. Probably the worst offenders are the rats; they will bug you through most of the outside levels and even on some of the inside ones. The best way to deal with them is to learn how to run and shoot in circles. This way, when 20 rats attack, you can keep going forward while killing the vermin that usually stop you in your tracks. This technique also works with the dogs, but they're much harder to kill. Another irritant is the zombie attack. Remember that it's sometimes better to just avoid the zombies instead of shooting them. They just waste your ammo and they come back anyway. If you are going to go after the zombies and rats, strafe them.





## LEVEL 4

You're heading out of the prison now, so zombies and rats are in full effect, along with the guards. The monsters will keep coming back, so try to get out of the level as soon as possible. It's not like levels 1 and 2 where you could hang out all day because you had killed everything in sight. If you're really into the game's soundtrack, then check out the PWEI album *This is the Day, This is the Hour, This is This*. It's their best one; very hummable.



## level 5

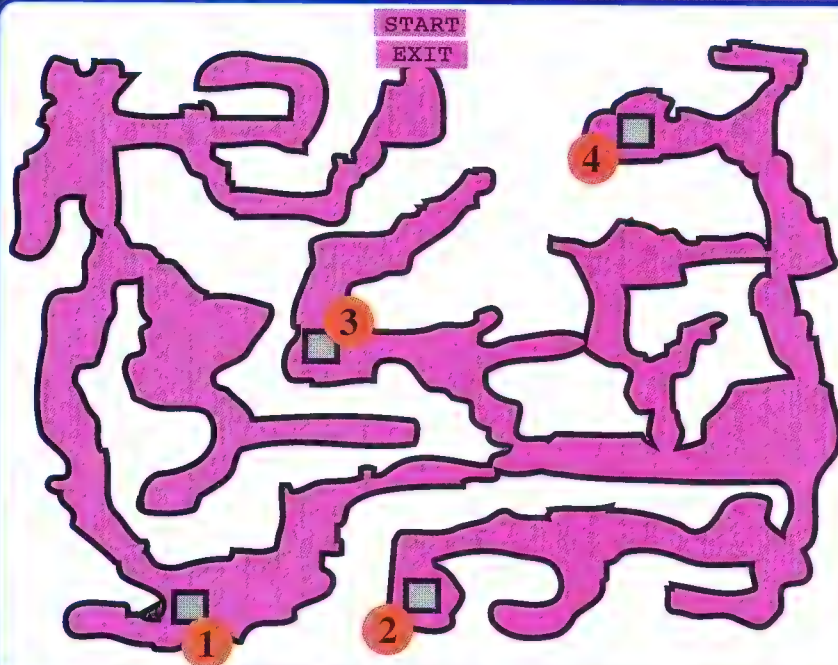
The map might be simple, but this level is tough. Be prepared for lots of rats, dogs, and other sick animals to water the lawn with. You're looking for a ship to escape the planet, so just remember to move all the way to the right, all the way down and all the way left. Before you get there, however, you'll have to fight Hunter. It can't be killed with super bombs, so blast it with your weapon while it's on the ground. It's not too hard, just keep moving.

## Level 6

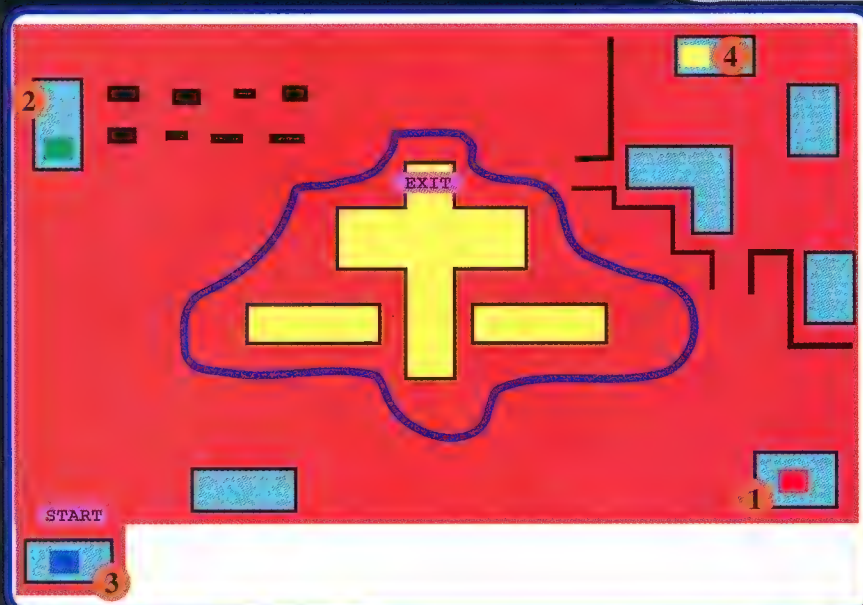
Oh, that's just great...you steal a spaceship and then it runs out of gas! Well, you can find some on Level 6. There are four gas containers, and they're all located by some huts that are made out of mud. Blow up the huts and you'll find the fuel. Once you've got all four containers, head back to your ship.



This is the only case where the start of the level is the same as the end. Use your monster attack tactics learned on levels three, four, and five to combat the giant scorpions.





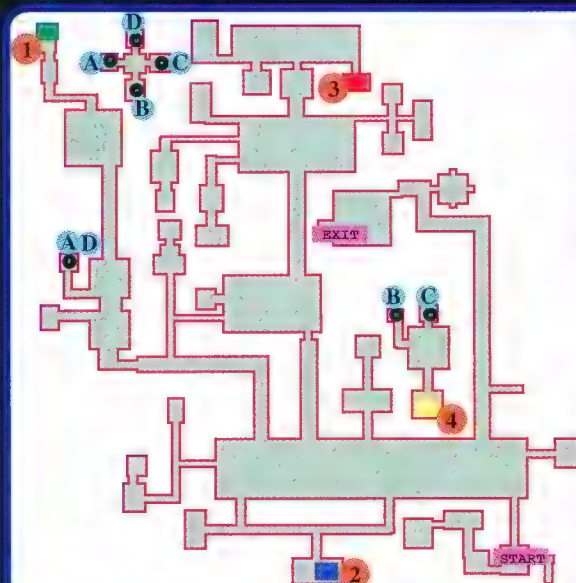


## LEVEL 7

This is a weird level because there isn't really a maze; you're just in a giant field. Head to the right first and pick up the red key in the bottom right part of the map. Then head to the opposite left corner and get the green key from the graveyard. Other than the bad guys, you'll have to navigate around a large hill in the middle of the level. Just follow the dirt paths to find a way around, eventually leading up to the church on the hill. There you'll find the transporter out.

## level 8

This level has a ton of hidden rooms, so be on the lookout. Even the exit is kind of a hidden room, so don't miss it. The transporter action is crucial on this level because you have to get the sequence right to get the final yellow key. Follow the transporter guides carefully. There's also an end boss near the exit. Yep, it's hunter again. This time he flies, so you have to run away from him until he touches down, then blast him full of holes. By now you should have plenty of lives and gotten the hang of running, so don't worry about dying. Just keep running from his bullets and then kill him. Did you know that the designers of *Wipeout* also did PWEI album covers?



## Level 9

More transporter action here. At least the enemies don't keep regenerating. Hunter is at the end, too, so save some power-ups throughout. Then go back through before you start transporting to the other levels so that you can be fully powered up. Another thing to watch out for is the robot horde. Up close, they'll kill you.

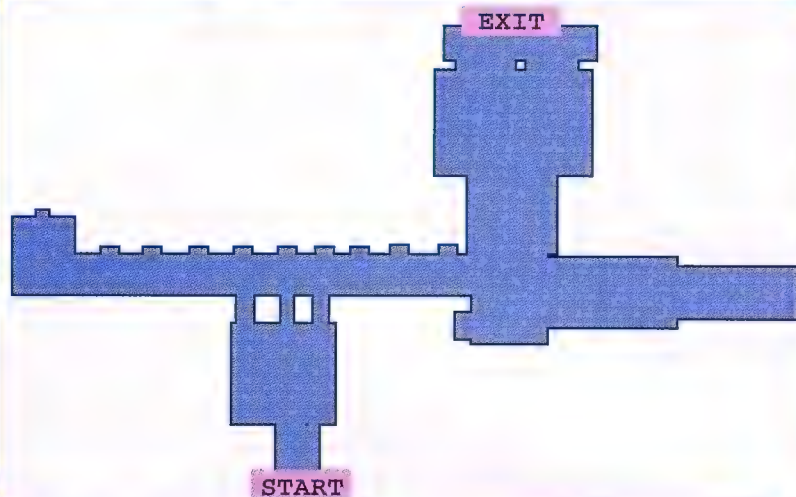




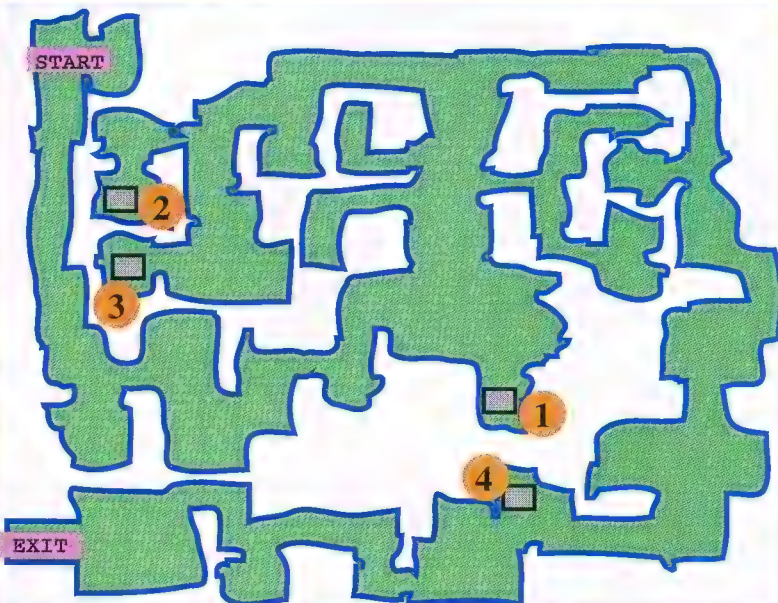


## level 10

Level 10 is weird because it's really easy...until you get to the exit. Then you have to start killing all the guys that come piling out of the docking bay. Just sit there and strafe them, inching your way forward until you finally get inside. The dead guys will keep dropping power-ups, so keep collecting them. A super bomb or two here is also a good idea. Then you have to go after hunter again.



START



EXIT

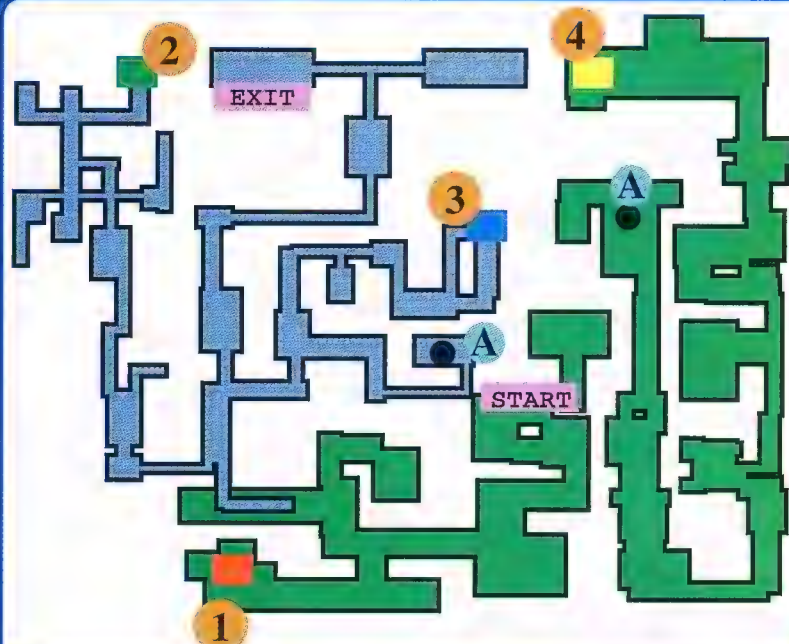
## Level 11

This is like the fuel level, except that this time you're picking up pieces of a bomb. There are four pieces, and you should have them all by the time you reach the fence. It will blow up automatically, so just walk through.



## LEVEL 12

This stage has a little bit of everything. You start outside, find the red key and go inside. Then you'll find the green and blue keys, which will let you go to the transporter, putting you back outside. There you'll find the yellow key that gets you to the exit. The one hard part is that the exit is in a hidden area, so just look for some strangeness on your auto-map. That will be the exit. Even though Pop Will Eat Itself and Def Leppard are both from England, their music sounds very different. I like them both. I doubt that any game manufacturers will ask The Lep to do any soundtrack work, though.



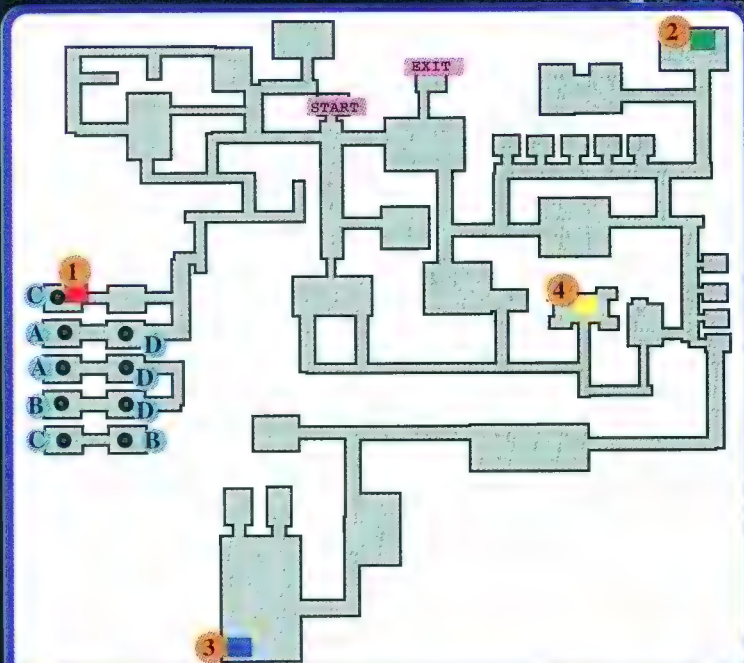
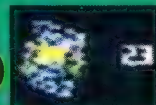
EXIT

START



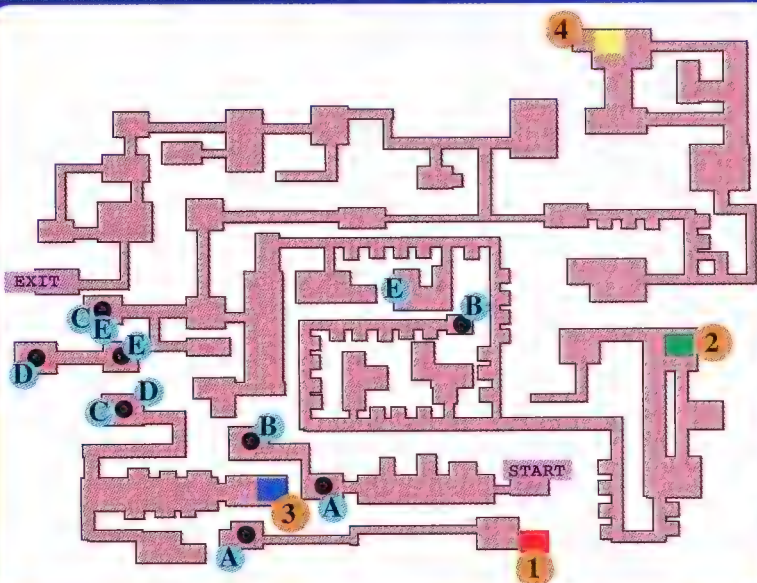
## level 13

The items to the right are what some of the different power-ups look like. From the top: Invulnerability, Extra Life, Invisibility, and Unlimited Ammo. They can usually be found in places like the part of the map shown below. It looks like it's a room out of nothing, but it's really a secret passage that gets you there. Find the secret passages and you'll find good stuff. Watch out for all the robots on this level.



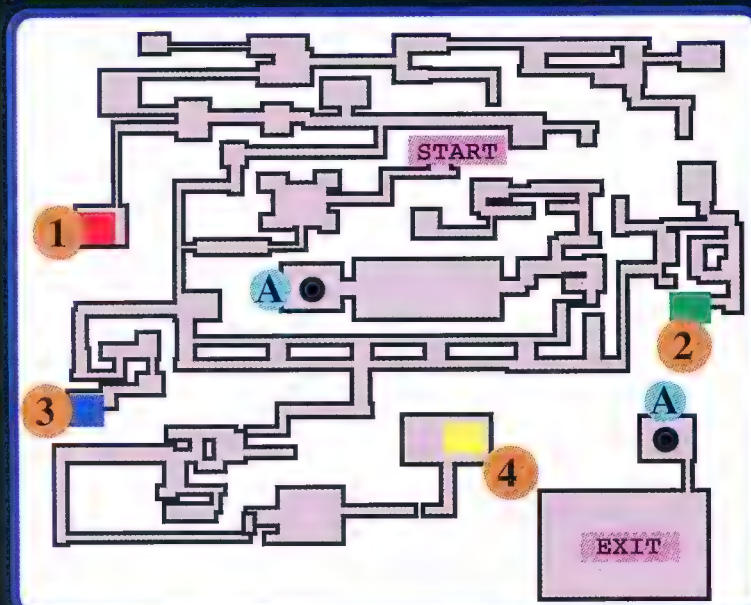
## Level 14

The last level before you reach the final battle with F.U.B.; there's more of the same here. On the later levels, you'll find that the characters that have heavier armor are a little bit better than those that are weak. That's why it's better to play your first games with FWaNK and Mamma, once you get the hang of the levels. There are a lot of nooks and crannies on this level that can hold both power-ups and enemies. The operative word here is *sneak*. Remember that dance music is the music of the future—it is good for both killing and getting girls.



## LEVEL 15

The last level—time for you to meet F.U.B.! It's tricky because you have to go to a separate part of the level to fight him, so you can't keep a lot of power-ups through the rest of the level as reserve resources. The only help you can really give yourself is to not use any of the power-ups in the F.U.B. room; if and when you die, you can at least power-up once. It takes a while to kill F.U.B.—just keep running to avoid him. Use the center of the room as a bullet blocker. When you're done, you get the ending, which is not as good as Def Leopard's *Pyromania* album.





# VIRTUA COP

by Wataru Maruyama

## Strategy and Hints

On the surface, it would appear that gun games of this type can get repetitive—you might expect the fun to run out after only a short time. That is definitely not the case with *Virtua Cop*! It's a very challenging game with a variety of different ways to play it.

This is not a step-by-step walkthrough, but an overview of some notable points in the game along with survival tips.

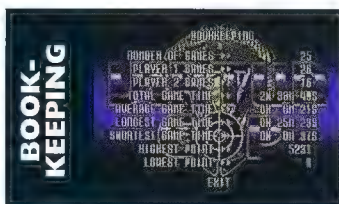


This is where you can configure the game to increase or decrease the difficulty. Also, you can access a myriad of other neat options like unlimited continues, adjusting the looseness of the gun, setting up the gun and the ever-popular sound test for those who like to sample the game's music and effects without playing.



If you beat the game's three scenarios in the proper order, you can get an extra option screen! This excellent bonus allows you to get Mirror Mode, Language Select, Gun Select and Bookkeeping options.

Another extra feature that becomes available when you beat the game is the ability to compete in Ranking Mode. You play Ranking Mode with five hearts of energy and no continues. You are rated on how far you progress and how many Bullseyes you got in addition to your accuracy ratio. You cannot adjust the number of lives or continues in this mode.



No, this is not the place where you can place bets in the game. The Saturn keeps track of cool statistics like how long you play an average game, the longest time you've played and the fastest the computer was able to dispose of you. It also displays

total play time to let people know exactly how long they've been pointing a gun at their TV.



The game screen is flipped like a mirror, which confuses the heck out of you and makes the game a new experience. As in *Virtua Racing* and *Daytona USA*, this is a cheap and easy way to extend the life of the game; once you've memorized the patterns of all of the game's enemies, you'll be thrown off when every guy appears on the opposite side of the screen.



### COOL INTRO

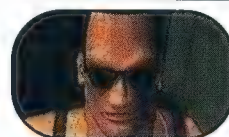
If you let the Saturn run its demo mode for a while, the third demo is this awesome rendered cinema! A very nice addition to the Saturn version. I'd be willing to bet that some of you don't know that this scene is in the game.



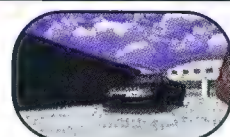
Michael Hardy, code name: Rage.



James Cools, code name: Smarty.



The mean boss from the first stage stares down our heroes Rage and Smarty!



Calling the Virtua Cops—here they come to save the day!



These cops must have trained in the Daytona circuit. Look at that sliding!



A crate is smashed by the car revealing the Japanese *Virtua Cop* packaging. I guess they're tracking down illegal import games.



"Hey, I give up. Don't shoot!"



A dirty double-cross! Smarty is shocked as the bad guy fires at the Virtua Cops.



Rage and Smarty barely dodge the bullets.



The cops return fire and justice is served in Virtua City.



When you shoot the gun arm of an enemy, you are awarded 5000 points. This is the best way to rack up points, since sloppy shooting can net you a weak 100 points per hit. If you happen to miss their gun arm, quickly shoot them multiple times to rack up points. Some enemies can only be hit once, like the ones who break boxes or gas cans when falling. Try to avoid hitting them in the head with the first shot because you can't hit them after they start spinning around. Instead, start with the chest, then legs, then chest again and finish off with the head.

If you avoid getting hit, the bar at the top on your side of the screen will fill up, awarding you x2 points and up! When you get x4 or over and get hit, you only go down x1.



There is no real blood code, but if you play as Player 2, the hits register in a pink color rather than blue. If you adjust your set, you can make it look red! The Player 2 side is the only choice for blood-thirsty mutants like myself.



Selecting a harder difficulty level only results in shorter enemy reaction time, not more enemies. For those craving maximum carnage, I suggest playing a two-player game by yourself. Plug a controller into the Player 1 side and your gun into the Player 2 slot (the blood side!) Start a two player game, move the other player's cursor out of the playing area and blast away!



You can select between three stages that range in difficulty. You can tackle them in any order, but the last stage you complete will require you to face the Big Boss in the Fang helicopter.



This stage move at a slow pace and is ideal for racking up points. Practice your aim and go for the bullseyes!

## SCENE 1



Don't try to shoot this guy running behind an innocent. He doesn't yield any special points or bonus items and he doesn't shoot you.



Pick off these guys for a few points and aim high to avoid hitting innocents.



Shoot this box for the Rifle!



Though these guys just run in the background, you can shoot them anyway, but watch out for the guy in front because he will shoot you.

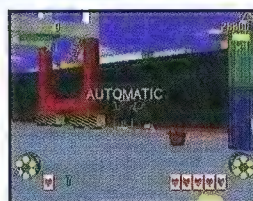


A harmless decoy enemy will run in front while the real threat is behind him. Concentrate on the guy in the back!

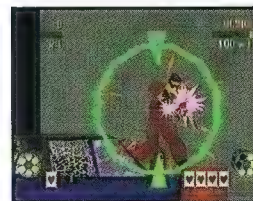
## SCENE 2



If you take out these chumps before the targeting circle appears, you'll cause bonus enemies to show their faces.

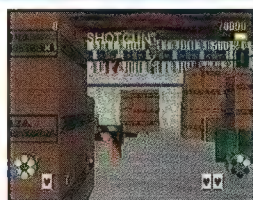


This guy will fall on a box and produce the automatic gun.



After you shoot this guy, he'll fall on the gas can and ignite the car.

## SCENE 3



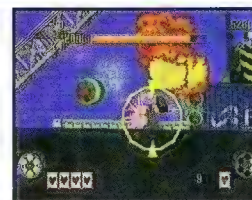
Shooting this guy produces the Shotgun.



One of these toughs will cough up a machine gun.



Nail this guy to get the automatic gun. It's extremely useful against the boss.



His bark is worse than his bite. Fend off the missiles and aim near the gun area to minimize the number of missiles that come your way.



## STAGE 2

The action starts to really heat up in this stage. Grenade-throwing guys will pop up in the distance without registering target circles, so be careful. Vehicles also play a bigger role and will now attack you.

### SCENE 1



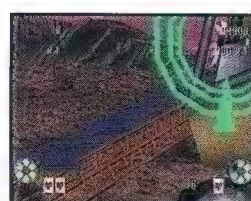
Take out the gas cans to bring down this tower.



Here's one of those sneaky grenade guys. Shoot him, then the grenade.

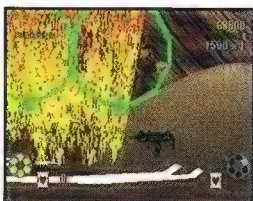


Shoot the glass of this vehicle as soon as you can.

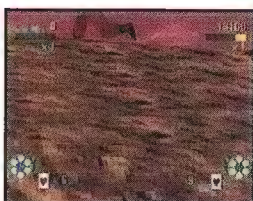


Once the glass is broken, this guy is a lot easier to blow away.

### SCENE 2



These gas cans reveal machine guns ready for mass destruction!



These running legs are harmless, but taking them out can't hurt.



These guys run toward you, but are harmless. Punish them for their folly.



This grenade guy is tough to spot. Watch for his exploding surprises.



Try to shoot out the window of this truck as early as possible, then get him when he tries to run over you.



Shoot this box for the automatic pistol.



This crane driver must be stopped! Shoot out the glass and revoke his license!



This last series features an onslaught of one gangster after another. Wasting too many shots on one enemy leaves you vulnerable in situations like this, so be conservative and accurate!

### SCENE 3



Hey, that's a machine gun. Pick it up!



Single-shot bursts will control this rowdy bunch. Don't get trigger-happy with the machine gun or it'll cost you.



If you've used up the machine gun, pick up the magnum. The magnum is most effective against bosses, so try to hold on to it.



This guy is tough! After he fires, he ducks away to let his henchmen do some damage. Be patient and wear him down.



## STAGE 3

This fast-paced stage goes from the outside of the EVL corporation building, through the parking lot and up to the executive offices. Stay alert and remember the order of the enemies.

### SCENE 1



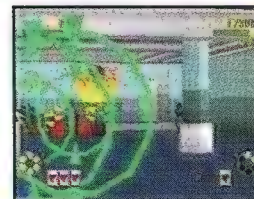
Pick up the shotgun that this guy drops.



This gas can requires you to be a little closer in order to blow it up. A rifle awaits.



Watch out for the guy on the bottom right corner. He's hard to see and hit.

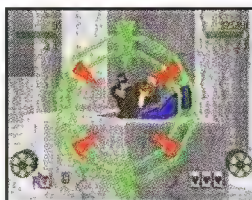


Shoot the gas cans as soon as possible to start the chain reaction.

### SCENE 2



There are two enemies hiding behind the innocents. Hit one for a life bonus.



Wait 'til these two get clear and take out the terrorist. You should have plenty of time unless you're playing on the harder difficulty settings.



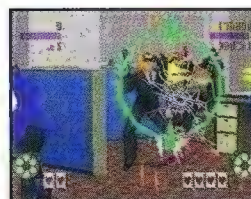
This guy hides behind the railing, but blasting him rewards you with a machine gun.



Remember to shoot in single bursts to clear out the congestion in the hall.



Yes! Grab the automatic and try not to lose it.



This melee takes a steady hand and quick action. The secretaries are in danger!



You can shoot out the glass on the computers and eventually cause them to short-circuit.



You can also shoot the paintings on the wall and the windows with the blinds, but they keep damaging endlessly so don't shoot at them too long.



These guys guarding the elevator block access to the third scene. Single-shot firing!



## STAGE 3

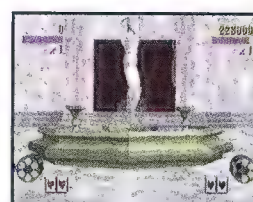
## SCENE 3



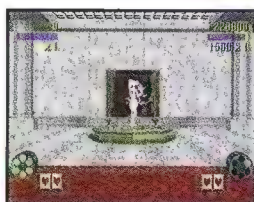
These creeps pop out of the elevator and would like to send you back to the parking lot.



Watch for long-range grenades. Take out the guys first or you'll sit there all day shooting grenades.



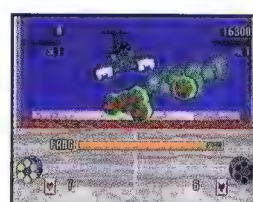
Wow! I want a Sarah statue of my own!



You can shoot Sarah's pot and damage that priceless work of art. Mr. Big and I will not be too happy about that.

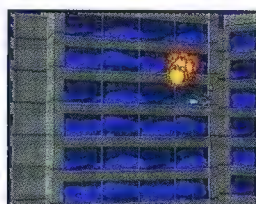


Mr. Big has got himself a little tank thing. Take out the missile launcher and shoot at the other gun arm when the target circle comes up. He's actually a lot easier than the second boss.



Now that you've cleared all the stages, you can face the dreaded helicopter of doom, the Fang! Take out the missiles and free Virtua city from this crime spree.

## ENDING!



The Fang goes down in flames.



Here come the back-ups to clean up the mess and put everyone in jail.



Rage and Smarty look over a job well done. With Mr. Big behind bars, they are free to patrol Virtua City in search of new code names.



Mr. Big miraculously survives and counts the days until he can come back in **Virtua Cop 2**.



The police cars speed away and reflect the blue, blue sky. Hooray for our heroes Rage and Smarty!







## Virtua Cop

### LAST-MINUTE UPDATE!

Just as we went to press with this issue of *TIPS & TRICKS*, we figured out how to get the "Ranking Mode" and "Options Plus" menu without beating the game as described in the preceding strategy guide. To do this, you must wait for the Sega logo to appear on a white background during the game demo. When you see it, hold the **C** button on Controller 1 and press **Up, Down, Left, Right** on the D-pad. You'll hear the sound of a gunshot to confirm the code. Once that's in, you'll see the "Ranking Mode" at the main title screen. Also, if you visit the "Option" menu, you'll see three triangular arrows in the lower right corner of the screen; highlight these arrows and press any button to visit the "Options Plus" screen, where you can activate "Mirror" mode or check the game's bookkeeping stats. We're not sure how to access the "Gun Select" feature you see on this menu, but we'll keep trying!

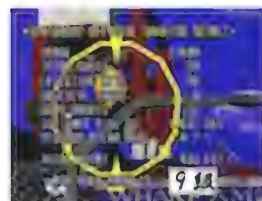
Also, please note that this top-secret code gives you access to two different cheats at the main "Option" menu. Check the "Difficulty" option to find that you now have nine difficulty settings instead of the standard three, or highlight the "Continue" menu item to find a new setting called "Free Play" that allows you to continue indefinitely!



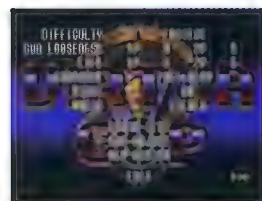
Quick play: When the Sega logo is on the screen, hold the **C** button and press **Up, Down, Left, Right**. You'll hear a gunshot sound.



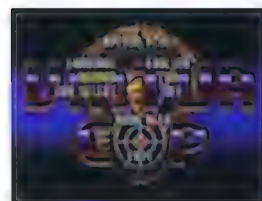
Now, you can choose the "Ranking Mode" at the main menu without having beaten the game first.



Ranking Mode: After you get killed, the computer generates a very detailed analysis of your performance.



With the cheat code entered, you can also access nine difficulty settings as well as a "Free Play" option for infinite ammunition credits.



At the top-level "Options Plus" menu, you can see the game's bookkeeping statistics and activate the "Mirror" mode for a single play.

# BLOW 'EM TO SQUID SPIT

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**SATURN**

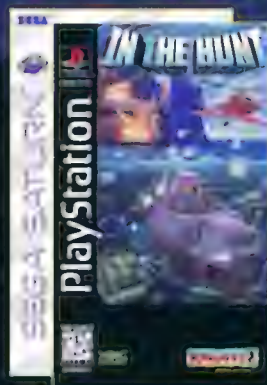
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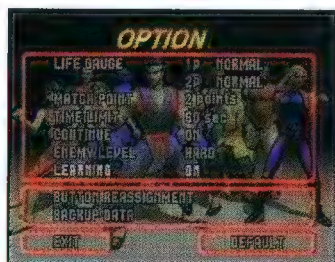
# Virtua Fighter 2

## TIPS AND CODES

by Wataru Maruyama

So you bought a copy of one of the best fighting games of all time. You've learned all the moves and studied the strategies, but you're wondering what other cool stuff can be found in this incredible game. Wonder no more—join me as I unveil the mysteries of *Virtua Fighter 2*!

### OPTIONS



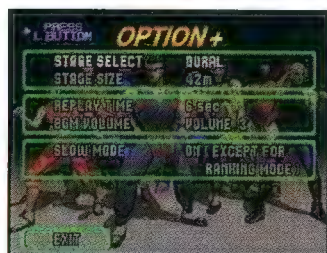
At the start, you have two option screens that give you many things to tweak. All the standard *Virtua Fighter* options are back, with the addition of a more comprehensive data tracking system and the option of having your player take no damage!

### MORE OPTIONS



The best of the second option screen are the ability to switch between versions 2.0 and 2.1 and new remixed background music. Version 2.1 was only released in Japan and balances out the game a bit more. I prefer how the game feels in "2.1 mode" and would say that it's the set-up of choice for experienced players.

### OPTIONS PLUS



After you beat the game and conquer Dural, you will have a third option screen available. Here you can select stages, adjust the ring size, fiddle with replays, choose the sound level of the background music and access a "slow mode".

### SLOW MODE



This option allows you to play all your matches in Dural's underwater stage. The slower speed of these matches is ideal for practicing Akira's direct counters because you have a little more time to react.

### REPLAY MODE



Available replay options include "3 Second", "6 Second", "One Set" or no replay at all. The six-second replay shows you multiple camera angles and is totally cool. There is no replay in Dural's stage, though. You can also get a slow motion replay in regular matches by holding the **A**, **B** and **C** buttons down during any replay. You can only do this once per game.

### RING SIZE

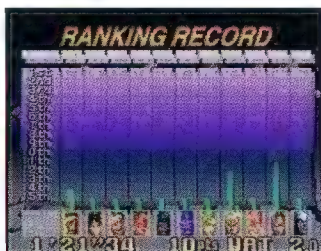






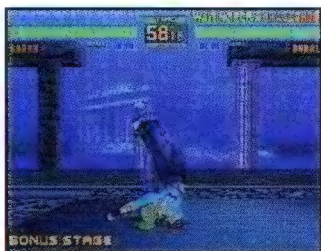
For those who hate "ring-outs," you can select an absolutely huge area with little chance of getting knocked out. You can also get teeny-tiny rings and a slightly larger ring in addition to the regular size. The graphics can get a little weird with the largest ring size, but it's not very noticeable and the difference a larger ring makes in strategy is worth a little bug.

## RANKING



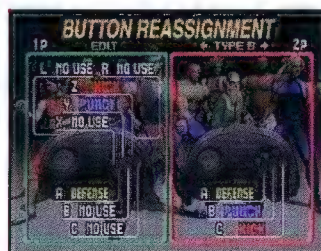
The ranking mode is much improved from that of the original *Virtua Fighter*. It is equally important to do cool moves as it is to advance to the later rounds. According to the game, you'll be rated on style and other factors known only to the almighty VF judges.

## STAGE-SELECT



In the "Options Plus" screen, you can select which stage you'll start from in Arcade Mode. If you select Dural's stage, you'll see the ending when you beat her.

## BUTTON CONFIGURATION



In VF2, you have the added bonus of editing the button configuration any way you like. My personal favorite is pictured here with Block being the **A** button, Punch is **Y** and Kick is **Z**. This simulates the arcade joystick pattern and encourages play with the thumb on block, index finger on punch and middle finger on kick. It is not recommended to use this configuration with a pad, though.

## STUFF FROM THE ARCADE THAT DIDN'T MAKE IT TO THE SATURN

Among of the compromises of the Saturn version of VF2 are the omissions of certain goodies from the arcade original. Some of these may exist in the home version, but we've been searching for them in a final production copy of the game and haven't had any luck just yet...

## JEFFRY'S COCONUTS



During Jeffry's stage in the arcade, when the big guy does one of his patented grabs and slams you to the ground, coconuts fall from the trees in the background. Since the trees in the Saturn version are two-dimensional paper cutouts, it would have been tough to put this bonus in. Perhaps beating the game at an insanely high difficulty level will summon the coconuts from their hiding place, but don't hold your breath.

## JACKY'S VULTURE



While battling in Jacky's stage in the arcade, players could summon a vulture to swoop down and fly about by holding **START**, **A**, **B**, **C** and **Down** on both players' control panels. Doing this in the Saturn version resets the game! Argh!

## SECRET STAGE



OK, it's not really a secret, but when Jacky and Sarah fight each other, they do battle in a stage all their own. It's a cool urban area with a metal stage surrounded by fences and posters of the fighters on a brick wall. Truthfully, this stage does exist in the Saturn version; I threw it into this section so you won't be too depressed about the other stuff that's missing!





## SECRET MUSIC



In the arcade version, the aforementioned "secret stage" gave you the option of listening to the original *Virtua Fighter* background music from Jacky or Sarah's stages. You did this by holding down one of the **START** buttons before the match; on the Player 1 side for Jacky's music or Player 2's **START** button for Sarah's tune. The music is definitely included on the Saturn disc, but the way you select it is different. The method of choosing them will not be hidden for long!

## ELEMENTS OF STYLE

Style is very important to winning, so we'll take a closer look at two of the most stylish characters in the game, Jacky and Shun.

## JACKY'S LEATHER



Any Jacky player knows that the second-player Jacky color scheme—complete with flame-design leather jacket and jeans—is the only way to go. Nothing is cooler than kicking someone's butt in some smooth duds. Astound other players as you spew out Jackyisms like "I'm faster than lighting!" or "Nothing can stop me!" Dressing like him in real life, however, is going a little too far...and I would also avoid trying out his hair style.

## DO THE JACKY DANCE



Some of Jacky's moves cause him to dance a little jig after completion. One of the more interesting numbers is done by pressing **Back**, **Back** and then **KICK**. He should spin kick with his back to the other fighter. Simply press **KICK** again to spin around and make his feet happy.

## SHUN PARKS IT



The "drunken master" is one of the wackiest and stylish fighters ever to appear. Watch as he tries to maintain his balance. Marvel as he kicks and falls down! Sit in unnerving suspense as he takes a load off and sits down during a match! Press **Down** twice to allow Shun to get some rest. You can kick a foe from this position, but I wouldn't use this as a move in my regular arsenal. Be careful not to sit down when playing against characters who can grab you when ducking; Jeffry is especially adept at punishing Shun for sitting on the job.

## BREAK-DANCING DRUNK



Roll the D-pad in a low half-circle from **Forward** to **Back** to make Shun stand on his head. You can hop back and forth and kick up a storm. This move is fairly effective and is ranked higher than the sit move.

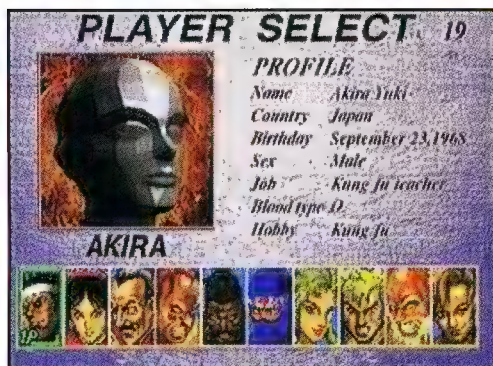
## DASHING WHILE DUCKING



Just in case you were not aware of this useful maneuver, you can dash while in a crouched position. While crouching down, press **Forward** twice or **Back** twice and presto! The range of this move is not quite far enough to get you out of attacking distance, but it's useful when sneaking in for grabs.



# DURAL



The metallic end boss from the first game is back again and looking better than ever. She is now armed with more special moves than before and faster as well. To select Dural, high-light Akira at the character-select menu and press **Down, Up, Right**, then **Left** and **A** at the same time. Unfortunately, this only works after you beat the game (and Dural) in the 2.1 game mode.

## DURAL'S MOVES

**FOOT TORPEDO:** F, F + P, K, G  
**PUNCH KICK:** P, K  
**PUNCH KICK COMBO:** P, P, P, K  
**DOUBLE KICK:** F, F + K, K



**ELBOW:** F + P  
**DASHING ELBOW:** F, F, F + P  
**JACK KNIFE:** UB + K  
**JUMP STOMP:** UF + K (TAP)  
**TURN KICK:** D + G + K  
**GROUND STOMP:** DF + K  
 (WHEN OPPONENT IS ON THE GROUND)  
**GROUND PUNCH:** DF + P  
 (WHEN OPPONENT IS ON THE GROUND)  
**DIVING HEAD:** U (TAP) + P  
 (WHEN OPPONENT IS ON THE GROUND)  
**HIGH FOOT STOMP:** U  
 (HOLD) + P (WHEN OPPONENT IS ON THE GROUND)

## GRABS

(All of these are done when close to the opponent)

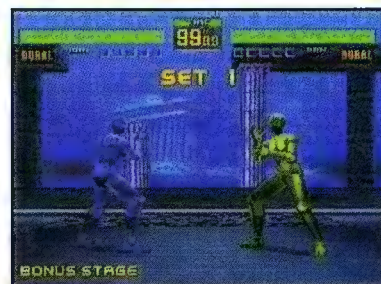
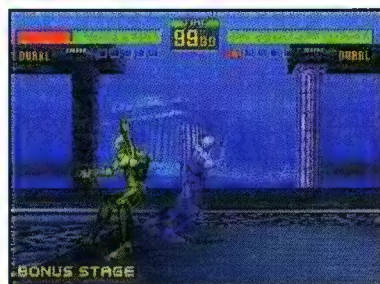
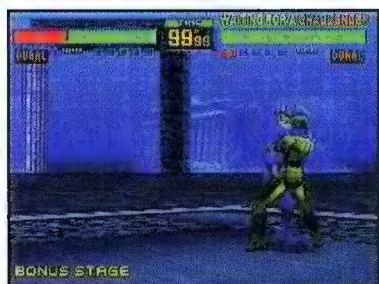
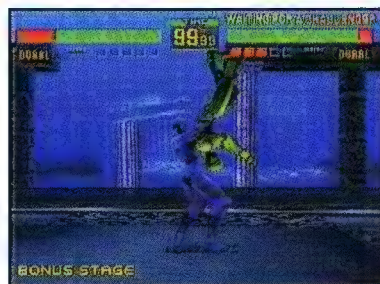
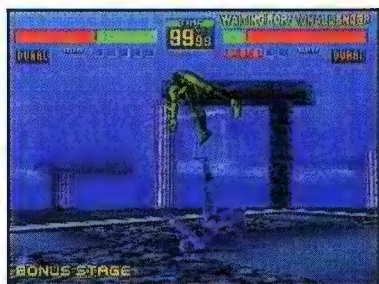
**SUPLEX:** G + P  
**SIDE GRAB:** G + P (BEHIND OPPONENT)  
**AIR TOSS:** B + P  
**THIGH GRAB:** UF + G + K  
**SPLASH MOUNTAIN:** DF, DF + P + K  
**POWER BOMB:** DF + P + K + G  
 (WHEN OPPONENT IS CROUCHING)  
**DOUBLE ARM SUPLEX:** DB + P + K + G  
 (WHEN OPPONENT IS CROUCHING)  
**GIANT SWING:** B, DB, D, DF, F + P  
**LEG TRIP:** G + P + K

## COUNTERS

**HIGH PUNCH COUNTER:** G + B + P  
**HIGH KICK COUNTER:** G + B + P  
**MID KICK COUNTER:** G + DB + P  
**MID PUNCH AND ELBOW COUNTER:** G + DB + P  
**LOW PUNCH COUNTER:** G + D + P  
**LOW KICK COUNTER:** G + D + P

## MOVES KEY

**U:** Up  
**D:** Down  
**F:** Forward  
**B:** Back  
**UF:** Up/Forward  
**UB:** Up/Back  
**DF:** Down/Forward  
**DB:** Down/Back  
**P:** Punch  
**K:** Kick  
**G:** Guard





## THE ADVENTURES OF BATMAN &amp; ROBIN

## Level Skip

To skip the level you're currently on, press **START** to pause, then press **B, A, Down, B, A, Down, Left, Up, C**. ("BAD BAD LUC".)

## AERO THE ACRO-BAT

## Level Select

Press **C, A, Right, Left, C, A, Right, Left** at the Start/Options screen. Start the game, press **START** to pause and press **Up, C, Down, B, Left, A, Right, B**. While the game is still paused, hold **A** and **C** simultaneously to get the level-select menu.

## Infinite Stars/No Collisions

Press **Left, Right, A, B, C, Left, Right, Up, Down, Left, Right** at the level-select screen. "Infinite Stars" also lets you fly; just throw a star and press **Up** simultaneously.

## ALADDIN

## Stage Skip

During the game, press **START** to pause, then press **A, B, B, A, A, B, B, A** to warp to the end of the current stage.

## Cheat Menu

Choose "Options" at the title screen, then press **A, C, A, C, A, C, A, C, B, B, B** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage-skipping and more.

## ALIEN 3

## Stage Skip

At the "Options" screen, press **C, Up, Right, Down, Left, A, Right, Down** on Controller 2. Now start the game, and when you want to skip to the end of the current stage, press **START** to pause, then press **C, A, B** and unpause.

## ALISIA DRAGON

## Cheat Mode

After the Sega logo disappears from the screen, press and hold **A**. When the words "Produced by Game Arts" disappear from the screen, release **A** and hold **B**. When the words "Associated with Gaimax" disappear from the screen, release **B** and hold **C**. When the words "Music Composed by Menaco Associates" disappear from the screen, release **C** and press **START**. Now you can do the following tricks with Controller 2 while the game is in progress:

Stage Skip: Press **C**.

Warp to Stage 1: Press **C**, then press and hold **C**.

Warp to Stage 2: Press **C**, then press and hold **B**.

Warp to Stage 3: Press **C**, then press and hold **B** and **C**.

Warp to Stage 4: Press **C**, then press and hold **A**.

Warp to Stage 5: Press **C**, then press and hold **A** and **C**.

Warp to Stage 6: Press **C**, then press and hold **A** and **B**.

Warp to Stage 7: Press **C**, then press and hold **A, B** and **C**.

Warp to Stage 8: Press **C**, then press and hold **START**.

Refill Damage Meter: Press **A** on Controller 2, then hold **Up** on Controller 1 and press **B** on Controller 2.

Increase Thunder Magic: Press **A** on Controller 2, then hold **Left** on Controller 1 and press **B** on Controller 2.

Increase Magic Level/Hit Points of Friend: Press **A** on Controller 2, then hold **Right** on Controller 1 and press **B** on Controller 2.

To pause the game for frame-by-frame slow motion, Press **A** on Controller 2, then tap **A** for each frame. To deactivate slo-mo, press **B** on Controller 2.

## ARCUS ODYSSEY

## Act 8 Passwords for All Characters

Jedda Chef: KJCBNHNYXR

Bead Shira: KR0DEZIX5

Diane Fireya: IJXBUZJO0HB

Erin Gashuna: HJKBQYIZPK

## BARKLEY SHUT UP AND JAMI 2

## Break the Backboard

You must execute three "hanging jams" without your opponent scoring. Next, perform a "Super Jam" by hitting **A**, then **C + D-Pad** in the direction of the hoop.

## Monster Dunk

You must be fully "juiced" on the "juice bar". Then, execute a Super Jam (**A**, then **C + D-Pad** in the direction of the hoop) from the *opposite* end of the court.

## All-Barkley Code

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and hit **B** three times. When you resume, all players on the court will be Sir Charles.

## Play as Barkley's Teammates

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and follow the instructions below to play as any of Barkley's teammates:

Blade—Highlight **QUIT** and press **A** three times

Dolemite—Highlight **QUIT** and press **A** four times

Hamma—Highlight **QUIT** and press **A** five times

Jim-Pak—Highlight **QUIT** and press **A** six times

Pauly—Highlight **QUIT** and press **A** seven times

Shuga—Highlight **QUIT** and press **A** eight times

Spider—Highlight **QUIT** and press **A** nine times

Bongo—Highlight **QUIT** and press **A** ten times

## Mirror Match

In Exhibition Mode, press **START** to pause and highlight **QUIT**, then press the **C** button three times. When you resume, your opponents will be your twins.

Play as Sir Charles in Tournament Mode

If you win the tournament by going 8-0 and score a triple-double during the last match, a "Continue" message will appear. Answer **YES** to start over as Charles Barkley (Tournament Mode only.)

## BATMAN

## Unlimited Men

In Level 3, at the far-right end of the museum's first level is a 1-Up; grab it and jump on to the rising platforms. When you reach the third platform or until the screen starts to scroll up, jump back down and the 1-Up should be there again.

## BATMAN: RETURN OF THE JOKER

## Passwords

Level 2-2: NWKL

Level 3-1: LGZQ

Level 3-2: GPVV

Level 4-1: GNKF

Level 4-2: KHCN

Level 5-1: QGVN

Level 5-2: WBZT

Level 6-1: FFHG

Level 6-2: CKQG

Level 7-1: GPZT

## BATTLETOADS/DOUBLE DRAGON

## Secret Warps

Press **B, A, Down, B, Up, Down** at the character select screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives. Press **Down, Up, Up, Down, A, B, B, A** for the Mega Warp. Choose a starting

level all the way through Stage 7 and start the game with ten lives.

## BEYOND OASIS

## Special Moves

Grand Spin: Hold **B**, rotate the D-pad clockwise and release **B**.

Flip Slash: Hold **B**, press Forward, Back, Forward and release **B**.

Flash Stab: Forward, Forward, Forward, **B**

## BOOGERMAN

## Passwords

LEVEL 1: Flatulent Swamps

Scab Creature, Abdominal Sewer Man, Puss Creature, Miner Goblin

BOSS 1: Hick Boy

Ghost, Nose Goblin, Ghost, Puss Creature

LEVEL 2: The Pits

Puss Creature, Scab Creature, Ghost, Boogerman

BOSS 2: Revolta

Troll, Miner Goblin, Nose Goblin, Ghost

LEVEL 3: Boogerville

Scab Creature, Ghost, Abdominal Sewer Man, Boogerman

BOSS 3: Flyboy

Boogerman, Puss Creature, Miner Goblin, Scab Creature

LEVEL 4A: Mucous Mountains

Nose Goblin, Scab Creature, Ghost, Troll

LEVEL 4B: Nasal Caverns

Nose Goblin, Puss Creature, Ogre, Scab Creature

BOSS 4: Deodor Ant

Ghost, Scab Creature, Troll, Miner Goblin

LEVEL 5: Pus Palace

Puss Creature, Boogerman, Ghost Puss Creature

FINAL BOSS: Boogermeister

Puss Creature, Abdominal Sewer Man, Boogerman, Miner Goblin

## BUBSY II

## Cheat Codes

Each of these cheats can be entered at the title screen.

All Levels Complete: **Up, A, A, A, Down**

Jump Frenzy: **B, A, B, C**

99 Diving Suits: **B, Left, Up, B**

99 Portable Holes: **Right, Up, B, B**

99 Smart Bombs: **C, C, C, Up, Down, C**

99 Nerf Ballzooka Shots: **B, A, Left, Left**

50 Lives: **B, Up, B, B, A**

Invulnerability: **C, A, B, C, Up, Down**

## BURNING FORCE

## Start With Ten Men

At the title screen, press **B, A, B, A, A, C, A, A**, then **START**.

## CASTLEVANIA: BLOODLINES

## Expert Level with Extra Lives

Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** for the "1P Start" screen. Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

## CENTURION: DEFENDER OF ROME

## Password

Use the following password to start the game at one of the most powerful levels with 11 consular legions and 35,000 talents:

TAGY-V6P5-QAAA-AH3K-VKVA-MIES.

## CHUCK ROCK II

## Level and Zone Skip

Press **START** to pause the game, then press **B, A, Right, A, C, Up, Down**, and

**A**. The game will restart. Pause again and hold **B** and **Right** to advance a level, or hold **A** and **Up** to skip the whole zone. To go backwards, hold **A** and **Left** or **A** and **Down** while paused.

## COLUMNS

## Magic Jewel

If you successfully score enough jewels, a magic colored jewel will appear. If a column is about to reach the top and a colored jewel appears, place the colored jewel on top of the column, making sure part of the colored jewel is off the screen. If any match is made, the jewels disappear, but any part of the magic jewel that was off the screen will still be usable, allowing you to clear more jewels. The magic jewels will appear after you have cleared 100, 250, 450 and 700 jewels.

## COMIX ZONE

## Invincibility

Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the following code by placing the red checkmark cursor on each number in order and pressing **C**: 3, 12, 17, 2, 2, 10, 2, 7, 11. Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now press **START** to exit the jukebox and start the game; you'll see that your energy bar will never go down.

## Stage Select

As above, choose the Jukebox and enter the following code by placing the red checkmark cursor on each number in order and pressing **C**: 14, 15, 18, 5, 13, 1, 3, 18, 15, 6. Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press **C** to warp to different stages as follows:

1—Episode 1, Part 1

2—Episode 1, Part 2

3—Episode 2, Part 1

4—Episode 2, Part 2

5—Episode 3, Part 1

6—Episode 3, Part 2

Press **START** to exit the jukebox and start the game; you'll start at the stage you chose.

## Secret Fart

In most of the game's "panels," you can make Sketch pass gas by rapidly pressing **Down** on the D-pad. It seems easier to do this if there are no enemies on the screen.

## CRÛE BALL

## Stage Select/Sound Test

Choose "Music Demo" and select "Twisted Flipper." While those words are on the screen, press **A, C, A, B**, then start the game. Before you launch the ball, hold **Up** and press **B** to raise the "volume level" to the next stage (hold **Down** and press **B** to lower the "volume".) Now you can also enter a sound test by pressing **A, B** and **C** together.

## CYBERBALL

Passwords for the San Francisco Hitmen

2nd week: UBBB B7VV LFVX

3rd week: UVBB BXBH LFOX

4th week: UXBB BFVI LFC5

5th week: UIBB BXIS OF81

6th week: ULBB B5PS OF98

7th week: UKBB B5PS OFMI

8th week: UMBB B5PS OFAX

9th week: UOBB B5PS 9F81

10th week: UFBB B5PS OFNX

11th week: UCBB B5PS OFLI

12th week: U7BB B5PS OFSX

13th week: U4BB B5PS OFRI



14th week: URBB B5PS OFHX  
 15th week: UTBB B5PS OFFI  
 16th week: U8BB B5PS OFB1  
 17th week: UZBB B5PS OFDI: Playoff series  
 18th week: UUBB B5PS OFII: Playoff series  
 19th week: U5BB B5PS OF3X: Playoff series  
 Ending: UJBB B5PS OF41

#### DAVID ROBINSON'S SUPREME COURT *Super-Short Games*

At the "Options" menu, highlight "Minutes Per Quarter". You can choose shorter quarter lengths if you hold down the A, B and C buttons all the way down to 20 seconds.

#### DINOLAND

##### *Megabonuses*

First, launch the ball and hold it on your paddle. "Bump" the machine 23 times (with the B button), then shoot for the slot machine without bumping the machine again. If you hit it, you will get a free ball and 100,000 bonus points added to the bonus counter. If you bump the machine 23 more times after that and hit the slot machine, you will be taken immediately to Sky World. If you shoot the slot machine another six times or so, without bumping the machine, you will get an extra million points. It's also a good idea to knock down the targets and get the other four multiballs if you can.

#### DUNE: THE BATTLE FOR ARRAKIS

##### *Passwords*

##### *Atreides*

2 Diplomatic  
 3 SpiceDance  
 4 EternalSun  
 5 DeftHunter  
 6 FairMentat  
 7 ASHLIKENNY  
 8 SonicBlast  
 9 DuneRunner  
**Harkonnen**  
 2 Demolition  
 3 SpiceSatyr  
 4 BurningSun  
 5 DarkHunter  
 6 EvilMentat  
 7 IYSJOEBWAN  
 8 Devastator  
 9 DeathRuler

##### *Ordos*

2 Domination  
 3 SpiceSaber  
 4 ArrakisSun  
 5 ColdHunter  
 6 WilyMentat  
 7 SlyMelanie  
 8 StealthWar  
 9 PowerCrush

#### DYNAMITE DUKE

*Skip Levels, Increase the Number of Lives and Get Ten Continues*

At the title screen, press **START** for the option mode to appear. Then press C ten times and the **START** button to enter the cheat screen.

#### EARTHWORM JIM

*Weapon Power-Up (once per level)*

Pause the game and press A, B, B, B, C, A, C, C.

*Energy Refill (once per level)*

Pause the game and press A, C, C, A, B, B, A, C.

*Skip to Level 2*

Pause on Level 1 and press Left, Right, A, B, C, Left, Right, A.

*David Perry's Private Cheat Mode*

With the game paused, press A+Left, B, B, A, A+Right, B, B, A. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go

dark or scroll around to look at the entire game map.

##### *Plasma Recharge*

Pause the game and press C+Down, A, B, C, A, B, A, C. Jim will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.

##### *Extra Continue*

Pause the game and press A, B+Left, A, B, A, B, C, A. Jim will say "Cheater!" Unpause the game for an extra end-of-game continue. You can only do this once.

##### *Extra Jim*

Pause the game and press B+Up, B, A, C, A, A, A. Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat this code as much as you want.

#### ECCO THE DOLPHIN

##### *Super Cheat Menu!*

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press Right, B, C, B, C, Down, C, Up. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

##### *Invincibility*

Input a valid password, press **START**, and wait for the screen that shows the name of the current level with your password. Press and hold A and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpause, and you'll be invincible.

#### EL VIENTO

##### *All the Magics*

Press **START** to pause the game, then press Up, Left, Right, Down, C. Repeat this sequence five more times.

##### *Slow-Motion*

Press **START** to pause the game, then press Up, Left, Right, Down, A.

##### *Stage Skip*

Press **START** to pause the game, then press Up, Left, Right, Down, B to skip stages, advancing to the next one.

##### *"Color Bar" Test Pattern*

Press A, B, C and **START** when the Wolfteam logo appears on the screen.

#### ESPN NATIONAL HOCKEY NIGHT

##### *Extra Teams*

Press Left, Right, C, A, B, B at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.

##### *Brutal Menu*

The code C, Right, B, Right, C, Right lets you have two more options when you "Turn Up the Heat."

##### *Pong*

The code B, C, C, C, Up, Down lets you play Pong using hockey players as paddles.

##### *Octopong*

A, C, B, Up, Right, Up adds some variation to the simple Pong code, by turning the Octopus into a puck.

#### EVANDER HOLYFIELD'S REAL DEAL BOXING

##### *Green Boxer Password*

At the title screen, choose Career mode and start a new career. Enter "The Beast" as your fighter's name and press **START**.

##### *Technical Knock-Out*

Stay close to your opponent and alternate between left and right hooks. The match will stop and you'll win on a TKO.

#### EX-MUTANTS

##### *Cheat Menu*

Go to the "Options Screen" and set

the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then press and hold A, B and C while pressing **START**.

#### F-15 STRIKE EAGLE II

##### *Hidden Re-Supply Option*

Choose "See Credits" from the "Options" menu. At the credit screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up. Start the game to find a new option called "Re-Supply." Use it to boost your weapons, fuel and decoys back to the maximum.

#### F-22 INTERCEPTOR

##### *Passwords*

##### *United States*

Mission 01: 0HG021  
 Mission 02: 0PG06D  
 Mission 03: 0TG0E0  
 Mission 04: 11G012  
 Mission 05: 15G0MA  
 Mission 06: 19G0UM  
 Mission 07: 1DG163  
 Mission 08: 1LG1EQ  
 Mission 09: 1PG1M6  
 Mission 10: 1TG1UI  
 Mission 11: 21G26I  
 Mission 12: 2TG32I  
 Mission 13: 31G3UJ  
 Mission 14: 35G4A4  
 Mission 15: 39G56U  
 Mission 16: 3TG5IC  
 Mission 17: 41G62K  
 Mission 18: 45G6MJ  
 Mission 19: 4TG7A7  
 Mission 20: 51G7QL  
 Mission 21: 59G8EI  
 Mission 22: 61G9EM  
 Mission 23: 65G9QA  
 Mission 24: 69G9QA  
 Mission 25: 6HG9UJ  
 Mission 26: 6LGAJJ

##### *Iraq*

Mission 01: C6G022  
 Mission 02: CEG06L  
 Mission 03: CIG0A4  
 Mission 04: CM60EC  
 Mission 05: CUG010  
 Mission 06: D2G0U2  
 Mission 07: D6G1EV  
 Mission 08: DAO1QM  
 Mission 09: DQG2EJ  
 Mission 10: E2G3AI  
 Mission 11: E6G428  
 Mission 12: EAG5E7  
 Mission 13: EEG5UR  
 Mission 14: EIG6QS  
 Mission 15: EUG7MS  
 Mission 16: F2G7UB  
 Mission 17: F6G8AS  
 Mission 18: FAG8UR  
 Mission 19: FEGAI5  
 Mission 20: FIK8B6I  
 Mission 21: FQG8BUL  
 Mission 22: FUGCEA  
 Mission 23: G2GDDQL  
 Mission 24: G6UF6E  
 Mission 25: GIUFU0  
 Mission 26: G MUHAI

##### *Korea*

Mission 01: 7E002E  
 Mission 02: 7M006Q  
 Mission 03: 7Q01AA  
 Mission 04: 8201QS  
 Mission 05: 8601U4  
 Mission 06: 8A022D  
 Mission 07: 8I02E8  
 Mission 08: 8M042R  
 Mission 09: 8Q04MQ  
 Mission 10: 8U05MV  
 Mission 11: 9A05UK  
 Mission 12: 9I06A9  
 Mission 13: 9U06U9  
 Mission 14: A2072C  
 Mission 15: A608E4  
 Mission 16: AA08IJ  
 Mission 17: AE08U3  
 Mission 18: AIF9UU

Mission 19: AMFB6C  
 Mission 20: B20B47  
 Mission 21: B60BMN  
 Mission 22: BAFCL

##### *Russia*

Mission 01: HJ0024  
 Mission 02: HR412H  
 Mission 03: I701QI  
 Mission 04: IB02EI  
 Mission 05: IF02U6  
 Mission 06: 8A022D  
 Mission 07: 8I02E8  
 Mission 08: 8M042R  
 Mission 09: 8Q04MQ  
 Mission 10: 8U05MV  
 Mission 11: 9A05UK  
 Mission 12: 9I06A9  
 Mission 13: 9U06U9  
 Mission 14: A2072C  
 Mission 15: A608E4  
 Mission 16: KB0CA1  
 Mission 17: KF0D2N  
 Mission 18: KJ0DUU  
 Mission 19: KN0EIN

##### *The Aces Challenge*

Mission 01: LJG02V  
 Mission 02: LNG067  
 Mission 03: LRGOAM  
 Mission 04: LVG0EU  
 Mission 05: M3G0I0  
 Mission 06: M7G0UG  
 Mission 07: MBG16T  
 Mission 08: MFG1EG  
 Mission 09: MJG1MS

#### FATAL FURY

##### *Victory Counter*

Choose "Control" from the option menu then highlight the "Point" option. Hold B and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by counters that show how many rounds you've won.

#### FLASHBACK

##### *Passwords*

##### *Easy*

LEVEL 1: PIXEL  
 LEVEL 2: BETSY  
 LEVEL 3: PANCHIO  
 LEVEL 4: STUDIO  
 LEVEL 5: TOHO  
 LEVEL 6: AKANE  
 LEVEL 7: INCBIN  
 Normal  
 LEVEL 1: FALCON  
 LEVEL 2: DATA  
 LEVEL 3: MMILORD  
 LEVEL 4: QUICKKEY  
 LEVEL 5: BJOU  
 LEVEL 6: BUBBLE  
 LEVEL 7: CLIP  
 Expert  
 LEVEL 1: CLIO  
 LEVEL 2: ACRTC  
 LEVEL 3: BLUB  
 LEVEL 4: STUN  
 LEVEL 5: MIMOLO  
 LEVEL 6: HECTOR  
 LEVEL 7: KALIMA  
 Ending Code: CYGNUS

#### FLICKY

##### *Bikini Girl*

If you complete the first 10 rounds in under 20 seconds each and get a perfect score in each bonus round, you should have over 240,000 points and a window will appear in the lower left corner of the screen with a girl in a bikini.

#### GENERAL CHAOS

##### *Secret Cheat Mode*

Pause the game. Press and hold buttons A and B on Controller 1 and button C on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access



the following features:

#### Maximum Medics

Press and hold **A** and **C** on Controller 1 and **B** and **Down** on Controller 2.

#### Battle Advance

Press and hold **A**, **C** and **Up** on Controller 1 and **B** on Controller 2.

#### Full-Scale War Advance

Press and hold **A**, **C** and **Down** on Controller 1 and **B** on Controller 2.

These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g. for max medics, press **A+C** on Controller 2 and **B+Down** on Controller 1.

#### GHOSTBUSTERS

##### Lots of Cash

Find a safe that's got money in it and is close to the entrance of a maze. Leave the maze with the safe. Enter that maze again and the safe and the money will be there again. You can repeat this procedure until you've got all the money you want.

#### HARD DRIVIN'

Practice Race with Other Cars on the Track

Play a game normally but intentionally lose. Then go to the option screen and select Practice Mode. There should now be other cars on the track.

#### THE INCREDIBLE HULK

##### Hulk-Out Moves

These moves work when you achieve Hulk-Out status in the game.

Bear Hug: Grab enemy, then press **A**.  
Pile Driver: Grab enemy, then press **A+B**.

Shoulder Charge: **Forward, Forward, C, Forward**.

#### JAMES "BUSTER" DOUGLAS KNOCK-OUT BOXING

##### Sound Test

On the game-mode screen, press **START** on Controller 2. Push **Down** to select the sound you want, then push **A** to begin the sound or **B** to end.

#### JAMES POND II—CODENAME: ROBOCOD

##### Cheat Menu

At the title screen, hold **A+C**, point the D-pad in the **Down/Left** position and press **START** to access a cheat menu.

#### JENNIFER CAPRIATI TENNIS

##### New Players

To choose from an all-new line-up of 24 tennis champs, enter the password "GRAND.SLAM" (enter a period between the two words and fill up the rest of the password with periods.)

##### Secret Configuration Mode!

Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

#### JOHN MADDEN FOOTBALL

##### Super Bowl Passwords

Minnesota vs. Denver: 3456712  
Philadelphia vs. Miami: 7676767  
Los Angeles vs. Houston: 7654321  
San Francisco vs. Miami: 7651567  
Philadelphia vs. Houston: 1777777  
San Francisco vs. New England: 1717171

Philadelphia vs. New England: 6712345  
San Francisco vs. Pittsburgh: 5671234  
Los Angeles at Miami: 0473176  
San Francisco at Denver: 0751000  
San Francisco at New England: 0431000  
Chicago at New England: 0613000  
Philadelphia at Cincinnati: 5555500  
Los Angeles at Kansas City: 2452300  
Atlanta at Miami: 3452300

New York at Houston: 4452300  
Washington at Buffalo: 5450000  
Philadelphia at New England: 6450000  
Los Angeles at Denver: 7450000  
Philadelphia at Denver: 7450000  
San Francisco at Houston: 6770000  
Atlanta at Pittsburgh: 4770000  
Atlanta at Miami: 7777777  
Los Angeles at Cincinnati: 6777777  
New York at New England: 5777777  
Washington at Kansas City: 4777777  
Chicago at Pittsburgh: 3777777  
Los Angeles at Pittsburgh: 2777777  
Philadelphia at Houston: 1777777  
Chicago at Denver: 0415000  
San Francisco at Buffalo: 0515000  
Minnesota at Buffalo: 0535000

#### JOHN MADDEN FOOTBALL '92

##### EASN Bowl Passwords

(The NFC team is always the home team)

Atlanta vs. Buffalo: C5LS565H  
Atlanta vs. Houston: D72C835L  
Buffalo vs. San Francisco: DWJ4NLPV  
Buffalo vs. New York: B3H92V5N  
Chicago vs. Kansas City: B3FMKGMT  
Chicago vs. Buffalo: B3FM8BFB  
Cincinnati vs. San Francisco: C536LLJY  
Cincinnati vs. Atlanta: D8NDD50R  
Cleveland vs. Washington: CDCHGGS4  
Dallas vs. Oakland: BDNZZTR1  
Dallas vs. Buffalo: BPGHG9N1  
Denver vs. San Francisco: CLB168RX  
Detroit vs. Buffalo: BHL50XB6  
Detroit vs. New Jersey: B29KH464  
Green Bay vs. Cincinnati: BPCYNT78  
Green Bay vs. Kansas City: BPCS5HG4  
Houston vs. Washington: B0PZ178  
Indianapolis vs. Chicago: B0WH6T2K  
Kansas City vs. Dallas: DWM54M9P  
Kansas City vs. San Francisco: DWMWRBGS  
Kansas City vs. Chicago: FCH2G18B  
Kansas City vs. New Orleans: DGXN-TKWT  
Los Angeles vs. Pittsburgh: BHJFGFVR  
Los Angeles vs. Houston: CG68WD8N  
Los Angeles vs. Buffalo: CG644SYN  
Miami vs. Green Bay: C2Z4ZS2S  
Miami vs. New York: B6KFSMCB  
Miami vs. Chicago: B6KJB9JD  
Minnesota vs. Cleveland: C50N7W4  
Minnesota vs. Seattle: BPKJRXWX  
New England vs. New Orleans: DG10WJCT  
New England vs. Minnesota: FCK-CYYJB  
New Jersey vs. Washington: C541LX68  
New Jersey vs. Green Bay: C239PNST  
New Orleans vs. Oakland: D6JYVWM3  
New York vs. Miami: BTCHRSRX  
New York vs. New England: BZ6173NK  
Oakland vs. San Francisco: BH4MBJ03  
Oakland vs. New York: C25RB7Y0  
Philadelphia vs. Miami: BTGBF4Y9  
Phoenix vs. Denver: C5TCNYGV  
Pittsburgh vs. Detroit: C297JMSL  
Pittsburgh vs. Chicago: DWN8M06J  
San Diego vs. Washington: C8X8RT1V  
San Diego vs. Atlanta: CHK82337  
San Francisco vs. Buffalo: C2TL4P94  
San Francisco vs. Miami: BDT18GSF  
San Francisco vs. Kansas City: CC7CDVLS  
Seattle vs. Minnesota: BLTF857X  
Seattle vs. New Orleans: D5KT9LWW  
Tampa Bay vs. Buffalo: CK5GV777  
Tampa Bay vs. Cincinnati: DNBS1KMB  
Washington vs. Cincinnati: F816WJWP  
Washington vs. Buffalo: B84R03CS

#### JORDAN VS. BIRD: SUPER ONE-ON-ONE

##### Extra Time

Press **START** to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press **A** to call a timeout. The game will continue with 36 minutes on the clock.

#### JURASSIC PARK

##### Super Cheat Mode

Enter the password "NYUKNYUK". Press **START** and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the **B** button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold **A** on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings.

##### Password Trick

Use the following password formula to start on any stage:

##### JP\_0\_A\_RK

Change the parameters of this password by entering different characters in the third and fifth positions. Enter "G" as the third character in the above password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.

##### Stage-Select/Sound Test Menu

Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("←" or "→"), then press and hold **A**, **B**, **C** and **START** one button at a time, in that exact order.

The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test.

#### JUNGLE STRIKE

##### Super Cheat Passwords

These codes will start you at any mission with ten lives and all of the co-pilots rescued.

RXVVT7456KB—Campaign 2  
9WT7NL6MHBV—Campaign 3  
X7NL45HPG94—Campaign 4  
VL456MGZCVH—Campaign 5  
V56MHPZJFTZ—Campaign 6  
TMHPGCFDYN3—Campaign 7  
7PGCZJYK34X—Campaign 8  
NCZJFD3BR67—Campaign 9

#### KRUSTY'S SUPER FUN HOUSE

##### Level Codes

WHOAMAMA: Stage Two  
FLANDERS: Stage Three  
BROCKMAN: Stage Four  
SIDESHOW: Stage Five  
SMALLIWI: Infinite Lives/All Doors Unlocked

#### LAKERS VS. CELTICS AND THE NBA PLAYOFFS

Start Playoffs with a Three-Game Lead  
Enter **LGQ HJK** for the fourth game between the Celtics and the Spurs.

##### Start with Game 1

Enter **T#6 CGK** for a game between the Pistons and the Lakers.

#### LOTUS II

##### Hidden Pod Game

At the set-up screen, change the name of Player One (not the password box) to "POD PLEASE" and press **B**. Now start the game and you'll warp to a hidden shoot-'em-up for one or two players.

#### LOTUS TURBO CHALLENGE

##### Password Cheats

If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUGPACE" will give you a super-powered Lotus with a top speed of 176 mph.

#### MADDEN NFL 96

##### Secret Teams

There are dozens of hidden teams in the game; most of them are classic NFL and AFL line-ups, some are all-pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the following codes. The cheats work for either team, so if—for example—you wanted to pit the '76 Vikings against the '95 Barcelona Dragons, you'd just put the NFL cursor on the left side, enter the Vikings code, then move the cursor to the right and enter the Dragons code. All codes are entered with the **A**, **B** and **C** buttons.

AABBCCA—'80 Atlanta Falcons  
AABCAACC—'70 Baltimore Colts  
AACAAAB—'68 Baltimore Colts  
AACACBA—'64 Baltimore Colts  
AACBBBC—'65 Cleveland Browns  
AACACB—'93 Buffalo Bills  
ABAAAAA—'92 Buffalo Bills  
ABAAAC—'91 Buffalo Bills  
ABABBBB—'90 Buffalo Bills  
ABACACA—'73 Buffalo Bills  
ABACCCC—'85 Chicago Bears  
ABBACAB—'77 Chicago Bears  
ABBBBBA—'66 Chicago Bears  
ABBCABC—'63 Chicago Bears  
ABBBCCC—'88 Cincinnati Bengals  
ABACAAA—'81 Cincinnati Bengals  
ABCBAC—'93 Dallas Cowboys  
ABCCABB—'92 Dallas Cowboys



ABCCCA—'78 Dallas Cowboys  
 ACAAACC—'77 Dallas Cowboys  
 ACABAB—'75 Dallas Cowboys  
 ACACABA—'71 Dallas Cowboys  
 ACACBC—'70 Dallas Cowboys  
 ACBABCB—'89 Denver Broncos  
 ACBBBAA—'87 Denver Broncos  
 ACBCAAC—'77 Denver Broncos  
 ACBCBB—'62 Detroit Lions  
 ACCBACA—'67 Green Bay Packers  
 ACCBACC—'66 Green Bay Packers  
 ACCCAAB—'80 Houston Oilers  
 ACCCCBA—'69 Kansas City Chiefs  
 BAAABBC—'66 Kansas City Chiefs  
 BAABACB—'62 Dallas Texans  
 BAACAAA—'90 Los Angeles Raiders  
 BAACCAC—'83 Los Angeles Raiders  
 BABABBB—'80 Oakland Raiders  
 BABBACA—'76 Oakland Raiders  
 BABBBCC—'67 Oakland Raiders  
 BABCCAB—'91 Los Angeles Rams  
 BACABBA—'84 Los Angeles Rams  
 BACBABC—'79 Los Angeles Rams  
 BACBCCB—'68 Los Angeles Rams  
 BACCCAA—'84 Miami Dolphins  
 BBAABAC—'82 Miami Dolphins  
 BBABABB—'73 Miami Dolphins  
 BBABCCA—'72 Miami Dolphins  
 BBACBCC—'71 Miami Dolphins  
 BBBABAB—'76 Minnesota Vikings  
 BBBBABA—'74 Minnesota Vikings  
 BBBBCBC—'73 Minnesota Vikings  
 BBBBCBB—'69 Minnesota Vikings  
 BBCABAA—'85 New England Patriots  
 BBCBAAC—'76 New England Patriots  
 BBCBCBB—'79 New Orleans Saints  
 BBCCBCA—'90 New York Giants  
 BCAAACC—'86 New York Giants  
 BCABAAB—'70 New York Giants  
 BCABCA—'68 New York Jets  
 BCABBC—'80 Philadelphia Eagles  
 BCBAACB—'60 Philadelphia Eagles  
 BCBBAAA—'79 Pittsburgh Steelers  
 BCBBACB—'78 Pittsburgh Steelers  
 BCBCBBB—'75 Pittsburgh Steelers  
 BCCAACA—'74 Pittsburgh Steelers  
 BCCACCC—'75 St. Louis Cardinals  
 BCCBCAB—'94 San Diego Chargers  
 BCCCBBA—'81 San Diego Chargers  
 CAAAABC—'66 San Diego Chargers  
 CAAACCB—'63 San Diego Chargers  
 CAABCAA—'94 San Francisco 49ers  
 CAACBAC—'89 San Francisco 49ers  
 CABAAAB—'88 San Francisco 49ers  
 CABACCA—'84 San Francisco 49ers  
 CABBBCC—'81 San Francisco 49ers  
 CABCBAB—'78 Seattle Seahawks  
 CACAABA—'79 Tampa Bay Buccaneers  
 CACACBC—'91 Washington Redskins  
 CACBBCB—'87 Washington Redskins  
 ACCCBAA—'83 Washington Redskins  
 CBAAAAC—'82 Washington Redskins  
 CBAAACB—'72 Washington Redskins  
 CBABACA—Hall of Fame I  
 CBACACC—Hall of Fame II  
 CBBAABA—'95 All-Madden  
 CBBACBA—'95 AFC Pro Bowl  
 CBBBCCC—'95 NFC Pro Bowl  
 CBBCACB—'95 Amsterdam Admirals  
 CBCAAAA—'95 Barcelona Dragons  
 CBCACAC—'95 Frankfurt Galaxy  
 CBCBBBB—'95 London Monarchs  
 CBCCACA—'95 Rhein Fire  
 CBCCCC—'96 Scotland Claymores  
 CCAACAB—'95 EA Sports Team Madden  
 CCABBB—All '50s  
 CCACABC—All '60s  
 CCACCCB—All '70s  
 CCBCAAA—NFL Players Association I  
 CCBBCAC—NFL Players Association II  
 CCBCABB—NFL Players Association III  
 CCBCCAA—NFL Players Association IV

#### MARIO LEMIEUX HOCKEY

##### Change Team Skills

Enter the password "ABRA CADA BRA2" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Choose "EXHIBITION" or "TOURNAMENT" and select any team. At the

"TODAY'S MATCH" screen, you can press **Up** or **Down** on the control pad to highlight any skill of your team or your opponent's team, and press **A** or **B** to change that skill.

##### Play on Black Ice

Enter the password "CEME NTBL ADES" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Start the game, and you'll be playing on dark-colored ice.

#### MEGA BOMBERMAN

##### Stage Passwords

Area 1—Jammin' Jungle

Stage 2: **6800**

Stage 3: **5120**

Boss: **7420**

Area 2—Vexin' Volcano

Stage 1: **4501**

Stage 2: **8111**

Stage 3: **7421**

Stage 4: **1051**

Boss: **3351**

Area 3—Slammin' Sea

Stage 1: **4502**

Stage 2: **8112**

Stage 3: **7422**

Stage 4: **1052**

Boss: **3352**

Area 4—Crankin' Castle

Stage 1: **6803**

Stage 2: **0513**

Stage 3: **9723**

Stage 4: **3353**

Boss: **5653**

Area 5—Thrashin' Tundra

Stage 1: **8114**

Stage 2: **2814**

Stage 3: **1134**

Stage 4: **5654**

Boss: **7954**

Area 6—Cruisin' Comet

Final Stage: **0515**

#### MICHAEL JACKSON'S MOONWALKER

##### Become the Robot

In each of the following cases, the child hostage noted must be the first one rescued when you reach that level.

In level 2-2 go to the top of the garage, and rescue the only child up there, or...

In 2-3 get in the elevator, and go up one floor. Now rescue the child on that floor to get the shooting star, or...

In 3-3 go to the left side of the waterfall. Look straight up and rescue the child above you.

#### MICKEY MANIA

##### Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". Now highlight the EXIT option and hold the D-pad to the **Left** for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

#### MICKEY MOUSE IN CASTLE OF ILLUSION

##### Maximum Number of Marbles

At the end of the second level in Toyland, you'll come across a bag of marbles. If you pick the bag up and proceed to the right far enough, when you go back to the left, the bag will reappear. Each time you pick the bag up, you'll receive 1,000 points and extra marbles (up to 30). Don't forget about the vines in the second part of Level 1-1. As long as you're on the vine, you're invincible, so you can swing on the vine and get all the points you want and up to ten men. You'll average about 95,000 points an hour.

#### MICRO MACHINES

##### Super Cheats

Press **B**, **Down**, **C**, **Down**, **Up**, **Down**, **Left**, **Down** while the game is paused to earn infinite lives.

Press **Up**, **Down**, **A**, **B**, **Left**, **Right**, **C** while paused for a faster vehicle; you'll notice a higher top speed.

Press **Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **START**, **Down** while paused for a higher difficulty level.

Press **Left**, **Down**, **Up**, **Down**, **Right**, **Down**, **A**, **Down** while paused for a much higher difficulty level.

Press **A**, **Up**, **B**, **Down**, **C**, **Left**, **START**, **Right** while paused for extra traction/better handling.

Press **C**, **Up**, **Left**, **Right**, **A**, **B**, **A**, **C** while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the screen.)

#### MIKE DITKA POWER FOOTBALL

##### Passwords

Conference Title: Washington vs. Atlanta—**tjF1L4**

World Championship: Washington vs. New York—**tjF1M0**

Conference Title: Miami vs. Cleveland—**xjP1Dm**

World Championship: Miami vs. San Francisco—**xjP1Ei**

#### MORTAL KOMBAT

##### Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press **A**, **B**, **A**, **C**, **A**, **B**, **B**. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

##### Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing **Down**, **Up**, **Left**, **Left**, **A**, **Right**, **Down**. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press **START**; you'll get a hidden configuration menu that gives you the power to seriously modify the game.

#### MORTAL KOMBAT II

##### Test Modes

At the options menu, put the cursor on "DONE1" and press **Left**, **Down**, **Left**, **Right**, **Down**, **Right**, **Left**, **Left**, **Right**, **Right**. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

##### Fergality?

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press **Away**, **Away**, **Away**, **Block**.

That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of *MKII*.

#### MORTAL KOMBAT 3

##### Play as Smoke

When the MK3 logo appears at the beginning of the game and you hear a gong, press **A**, **B**, **B**, **A**, **Down**, **A**, **B**, **B**, **A**, **Down**, **Up**, **Up**. You'll hear Shao Kahn say "Smoke" and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.

##### Endurance Mode

At the main menu, highlight the words "Start Game", hold the **A** and **C** buttons and press **START**. This takes

you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press **START** to register for the battle, then use **Left** and **Right** on the D-pad to choose a fighter for each box in the line-up. Press **B** to choose a fighter at random for the current box, or hold **Up** and press **START** for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tat adapter, up to four players can participate.

##### Secret Cheat Menus

At the main menu, press **A**, **C**, **Up**, **B**, **Up**, **B**, **A**, **Down**. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the **START** button.

Also at the main menu, press **B**, **A**, **Down**, **Left**, **A**, **Down**, **C**, **Right**, **Up**, **Down**. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the **START** button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is **C**, **Right**, **A**, **Left**, **A**, **Up**, **C**, **Right**, **A**, **Left**, **A**, **Up**, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babilities, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the **LOW KICK** button. If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the **LOW KICK** button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.

#### NBA JAM

##### Special Guest Players

To access hidden characters, enter your initials as follows.

Mark Turmell: Enter **MJ**, highlight **T**, hold **START** and press **A**.

Sal DiVita: Enter **SA**, highlight **L**, hold **START** and press **C**.

Jamie Rivett: Enter **RJ**, highlight **R**, hold **START** and press **B**.

Bill Clinton: Enter **AR**, highlight **K**, hold **START** and press **A**.

Al Gore: Enter **NE**, highlight **T**, hold **START** and press **B**.

Dan "Weasel" Feinstein: Enter **SA**, highlight **X**, hold **START** and press **C**.

Asif "Chow-Chow" Chaudhri: Enter **CA**, highlight **R**, hold **START** and press **C**.



Tom "Scruff" Rademacher: Enter RO, highlight D, hold **START** and press B.  
Eric "Kabuki" Kuby: Enter QB, highlight "■" (the space character), hold **START** and press A.

Eric "Air Dog" Samulski: Enter AI, highlight R, hold **START** and press A.  
Warren Moon: Enter UW, highlight "■" (the space character), hold **START** and press A.

George "P-Funk" Clinton: Enter DI, highlight S, hold **START** and press C.  
*Secret Power-Ups*

Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."

Show Shot Percentage: Press A, then press and hold A, B and Down until the tip-off.

"Juice Mode": Press A 13 times, then press and hold B and C until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the B button 14 times.

Power-Up Defense: Press A five times.

Power-Up Turbo: Press A 13 times, then press and hold A, B and C until the tip-off.

Power-Up Fire: Press B seven times, then press and hold B, C and Up until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the B button 13 times.

#### NBA JAM TOURNAMENT EDITION

##### Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold **START** and press B; highlight "R", hold **START** and press B.

Benny (team mascot): Highlight "B", hold **START** and press B; highlight "N", press A; highlight "Y", hold **START** and press C.

Hugo (team mascot): Highlight "H", press A; highlight "G", hold **START** and press C; highlight "O", hold **START** and press A.

Crunch (team mascot): Highlight "C", hold **START** and press A; highlight "R", hold **START** and press B; highlight "N", press A.

Bill Clinton: Highlight "C", hold **START** and press A; highlight "I", press A; highlight "C", hold **START** and press B.  
Hilary Clinton: Highlight "H", press A; highlight "C", hold **START** and press B; highlight "■" (the space character), press A.

Prince Charles: Highlight "R", hold **START** and press B; highlight "O", hold **START** and press A; highlight "Y", press A.

Heavy D: Highlight "H", hold **START** and press A; highlight "V", press A; highlight "Y", hold **START** and press B.  
Jazzy Jeff: Highlight "J", hold **START** and press C; highlight "A", hold **START** and press A; highlight "Z", hold **START** and press A.

Fresh Prince: Highlight "W", hold **START** and press C; highlight "I", hold **START** and press B; highlight "L", press A.

Larry Bird: Highlight "B", hold **START** and press A; highlight "R", hold **START** and press C; highlight "D", hold **START** and press A.

Frank Thomas: Highlight "S", hold **START** and press B; highlight "O", press A; highlight "X", hold **START** and press A.

Randall Cunningham: Highlight "P", press A; highlight "H", hold **START** and press A; highlight "I", hold **START** and press C.

Mike D: Highlight "M", hold **START** and press C; highlight "K", press A; highlight "D", hold **START** and press C.

AdRock: Highlight "A", press A; highlight "D", hold **START** and press C; highlight "R", hold **START** and press B.

MCA: Highlight "M", hold **START** and press B; highlight "C", hold **START** and press B; highlight "A", press A.  
Mark Turmell: Highlight "M", hold **START** and press A; highlight "J", press A; highlight "T", hold **START** and press A.

Jamie Rivett: Highlight "R", press A; highlight "J", hold **START** and press A; highlight "R", hold **START** and press C.

Sal DiVita: Highlight "S", hold **START** and press A; highlight "A", hold **START** and press C; highlight "L", press A.

Shawn Liptak: Highlight "S", press A; highlight "L", hold **START** and press B; highlight "■" (the space character), hold **START** and press B.

Tony Gaskie: Highlight "T", hold **START** and press B; highlight "W", press A; highlight "G", hold **START** and press A.

John Carlton: Highlight "J", hold **START** and press C; highlight "M", hold **START** and press C; highlight "C", hold **START** and press B.

Jay Moon: Highlight "J", press A; highlight "A", hold **START** and press A; highlight "Y", hold **START** and press B.

Kirby: Highlight "K", hold **START** and press B; highlight "C", press A; highlight "■" (the space character), hold **START** and press C.

Snake: Highlight "G", hold **START** and press A; highlight "O", hold **START** and press C; highlight "F", hold **START** and press B.

Falco: Highlight "J", hold **START** and press A; highlight "F", press A; highlight "■" (the space character), hold **START** and press C.

Muskett: Highlight "M", hold **START** and press B; highlight "C", hold **START** and press B; highlight "M", hold **START** and press C.

Hill: Highlight "N", hold **START** and press A; highlight "D", hold **START** and press B; highlight "H", hold **START** and press A.

Chow Chow: Highlight "A", press A; highlight "M", hold **START** and press A; highlight "X", hold **START** and press C.

Weasel: Highlight "R", hold **START** and press B; highlight "A", hold **START** and press A; highlight "Y", hold **START** and press C.

Brutah: Highlight "L", hold **START** and press A; highlight "G", hold **START** and press B; highlight "N", press A.

Kabuki: Highlight "D", press A; highlight "A", hold **START** and press B; highlight "N", hold **START** and press A.

Facime: Highlight "X", hold **START** and press B; highlight "Y", hold **START** and press B; highlight "Z", hold **START** and press A.

Blaze: Highlight "B", hold **START** and press C; highlight "L", press A; highlight "Z", hold **START** and press C.

Kid Silk: Highlight "K", press A; highlight "S", hold **START** and press B; highlight "K", hold **START** and press C.

Scooter Pie: Highlight "H", hold **START** and press A; highlight "T", press A; highlight "P", hold **START** and press C.

Moosekat: Highlight "M", hold **START** and press B; highlight "P", hold **START** and press C; highlight "F", press A.

Air Dog: Highlight "A", hold **START** and press C; highlight "I", press A; highlight "R", hold **START** and press B.

*Secret Power-Ups*  
Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: Up, Up, Down, Down, B

Quick Hands: Left, Left, Left, Left, A, Right

Max. Power: Right, Right, Left, Right, B, B, Right

Powerup Goaltending: Right, Up, Down, Right, Down, Up

Powerup Fire: Down, Right, Right, B, A, Left

Powerup Turbo: B, B, B, A, Down, Down, Up, Left

Powerup Offense: A, B, Up, A, B, Up, Down

Powerup 3-Pointers: Up, Down, Left, Right, Left, Down, Up

Powerup Dunks: Left, Right, A, B, B, A

Powerup Push: Down, Right, A, B, A, Right, Down

Push One Opponent and Both Fall: Up, Up, Up, Left, Left, Left, Left, A, A

Push One Opponent and Only Team-mate Falls: Up, Up, Up, Up, Left, Left, Left, Left, A, B

Teleport Pass: Up, Right, Right, Left, A, Down, Left, Left, Right, B

High Shots: Up, Down, Up, Down, Right, Up, A, A, A, Down

Speed Up: Up, Up, Up, Up, Left, Left, Left, Left, B, A

Slippery Court: A, A, A, A, A, Right, Right, Right, Right, Right

#### NBA LIVE '95

##### NBA Golf?

Start an exhibition game and choose teams. Go to the player selection screen and push Up on the D-pad. The words "Player 1" will change to "Start New." Press **START** to get to the password screen. On the password screen type in "REFLOG." (That's GOLFER spelled backwards.) You'll get a playable demo of a golf game.

#### NHL '95

##### 30-Second Periods

When the Controller Configuration screen comes up, hold A, C and **START**, then release. The Scouting Report screen will come up, so press and hold A, C and **START** again. On the next screen, choose Abort Game. This will bring you back to the main menu. The Period Length will now say 30 seconds.

#### OUTLANDER

##### Level Passwords

Level 1: FBY1QZFQ240Q0

Level 2: 89D020JCY8CZ8

Level 3: P69H0SK7YCKCX

Level 4: TZZY2159Q9YK80

#### OUTRUN 1919

##### Music Select

Hold the C button and press **START** at the "Stage Select" screen. This brings up a music menu with six techno tunes to choose from.

#### PAC-MAN 2: THE NEW ADVENTURES

##### Original Pac-Man and Pac Jr.

Enter the code PCMNORG at the password screen to play the original Pac-Man.

Enter the code PCJRDWP at the password screen to play Pac Jr.

##### Sound Test

Enter SO\*NDTP.

##### Pattern Test

Enter P\*TT\*RN.

##### Time Trial

Enter TR\*\*LMP for the Time Trial.

(Note: \* represents the Pac-Man symbol.)

#### PETE SAMPRAS TENNIS

##### New Options

Choose World Tour and choose a player but do not enter your name. Now go to the password screen and enter the word "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

#### PGA TOUR GOLF II

##### Never Drop a Shot

When you've got a birdie or better, save the game up to that point. If you drop a shot at the next hole, you can restart from the last hole and still have the shot.

#### PHELIOS

##### Nine Continues

Get to the Chapter 1 screen, then press C, A, B, A, C, A, B, A.

#### THE PIRATES OF DARK WATER

##### Stage Passwords

Enter the password "DSILLER" to start the game with the full sword. To skip stages, try these other passcodes:

ITBDBIA—Port of Citadel

NCOOKIE—Citadel to Port

RITAZIM—Port to Citadel

JESSICA—Citadel to Mountains

ALEXISK—Port to Mountains

SCOOBYD—Mountains to Janda

STOYODA—Andorus to Bridge

TADSHIM—Bridge to Andorus

(full sword)

ALARTUS—Andorus to Maelstrom

DARRINS—Bridge to Maelstrom

(full sword)

MALCOLM—Maelstrom to Caverns

(full sword)

#### PINK PANTHER IN PINK GOES TO HOLLYWOOD

##### Top-Secret Cheats

Hold A and C on Controller 1 and B on Controller 2, then turn the Genesis on. Start the game, then press **START** to pause. Press A on Controller 1 to refill your health meter, B on Controller 1 to become invincible or C on Controller 1 to bring up a stage-select menu.

#### PITFALL: THE MAYAN ADVENTURE

##### Stage Select

At the title screen press B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up (That's BRAD RUB LAURA U). The stage select will appear above the words "Start," "Info," and "Options." Press Up or Down on the D-Pad to switch levels. Start the game.

##### Nine Lives

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

##### 99 Weapons Power-Up

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

Go to the ABC Simon Game

At the title screen, press B, A, Down, C, Right, A, B (BAD CRAB).

Direct to 2600 Pitfall!

At the title screen, press Down, then press A 26 times, then Down again.

#### POWER MONGER

##### Conquest Password

Select the "Restore Conquest" option and enter the password 2MNOA2WSD. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

#### RADICAL REX

##### Stage Select

At the Title Screen, enter A, C, Down, Right, Up, B on Controller 2.

#### RED ZONE

##### Mission Skip

Mission 1: ACCBCABBAB

Mission 2: ABACBCBCABA

Mission 3: ACCBCABBACA

Mission 4: ABACBCBCACC

Mission 5: BAAABBBCCBB

Mission 6: ABBABCAABCA

Mission 7: BAAABBCAAA

Mission 8: ABBABCAACAC

Mission Skip and Invincibility

Mission 1: BAABAAACBCBA



Mission 2: **ABBBABCBBC**  
Mission 3: **BAABAACBCBA**  
Mission 4: **ABBBABCBAC**  
Mission 5: **BAACAABAACA**  
Mission 6: **ABBCAACACCC**  
Mission 7: **BAACAABAABA**  
Mission 8: **ABBCAACACBC**

#### Secret Asteroids Game

Enter **ABCACACBCAC**. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

#### RINGS OF POWER

##### Nude Code

Hold **A, B, C, START**, and point the D-pad into the **Down/Right** position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

#### RISTAR

##### Cheat Passwords

Enter the following passwords for different effects:

**MUSEUM**—Boss Rush Mode  
**DOFEEL**—Practice Bonus Rounds  
**ILOVEU**—Stage Select  
**SUPER**—"Super" difficulty level appears at the option screen  
**MAGURO**—Adds a freaky new option to the sound test menu  
**XXXXXX**—Cancel all passwords

#### ROAD RASH II

##### First Place Passwords

Level One  
00D8 110N: ALASKA / \$2,000  
00DH 101B: HAWAII / \$3,000  
035P 1130: TENNESSEE / \$4,000  
02JO 117G: ARIZONA / \$5,000  
02U9 10F5: VERMONT / \$6,000  
Level Two  
05BH Q10S: ALASKA / \$3,250  
038B 1MIV: HAWAII / \$5,250  
041Q AN33: TENNESSEE / \$7,250  
05RB 2N73: ARIZONA / \$9,250  
06IR QMFC: VERMONT / \$11,250  
Level Three  
08DA 3NOP: ALASKA / \$4,500  
0AUB 3MID: HAWAII / \$8,500  
06AA 3C30: TENNESSEE / \$12,500  
08TA RD7M: ARIZONA / \$16,500  
0DE5 RCF8: VERMONT / \$20,500  
Level Four  
0G04 KC0K: ALASKA / \$11,500  
09ET C918: HAWAII / \$17,500  
0DQD 4932: TENNESSEE / \$23,500  
0JAT 4976: ARIZONA / \$29,500  
0NGD 49FE: VERMONT / \$35,500  
Level Five  
0QQT 590V: ALASKA / \$18,500  
0FGL 5J13: HAWAII / \$28,500  
0M44 5J3L: TENNESSEE / \$38,500  
01UK 5170: ARIZONA / \$48,500  
25U5 5JFD: VERMONT / \$58,500

##### Secret Bike

At the title screen, hold **Up+A+C** and press **START**. Now you can choose the secret bike, the Wild Thing 2000.

##### Start with any Bike

Choose a two-player head-to-head game and a bike from the shop. Go back to Game Select and choose the two-player "Take Turns" mode. Then pick a one-player game and hit **START**. Now you can choose any bike from the shop.

#### ROBOCOP VS. THE TERMINATOR

##### MA-17 Code

Press **C, B, A, B, B, A, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, B, B, B, A, C, A** while paused. Now the game includes lady killers, skeletons afire and a new "Game Over" message.

##### 54 Lives

Press **C, C, A, A, B, B, C, C, A, A, B, B** while the game is paused. You'll find a secret level and earn 54 lives.

##### Weapons Select

Press **B, A, C, C, C, A, B, B, A, C, C, C, A, B** while paused. Next, start the game

again and hold **Down+A+B+C** to choose different weapons.

##### TURBOCOP Mode

Press **A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B** while paused. Now you can do mega-jumps and rip through the levels as "TurboCop."

##### Immortality Level

Once you've entered the TURBOCOP Mode, start the "Trainer" level and move Robocop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."

##### Drop Through the Floor

Pause the game and press **A, B, C, C, C, B, A**. Hold **Down** on the D-pad and press **C** to drop down to the next level.

#### SHAQ FU

##### Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Mephis, 2=Sett, 3=Nezu, 4=Kaori, 5=Beast, 6=Auroch, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Leotsu, 11=Rajah, 12=Shaq. Then, while still at the Options screen, quickly press **Up, Down, B, Left, Right, B**. The screen will flash to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

##### Blood Code

At the Options screen, quickly press **A, B, C, C, B, A**. The screen will flash; now there's blood in the game.

#### SHINING FORCE II

##### Configuration Mode

As the Sega logo starts to appear, quickly press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B**. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I knew it!" hold the **START** button and press **A, B** or **C**. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold **START** and press **A, B** or **C** to get four new configuration options:

- Special Turbo: Answer "Yes" to speed up the game's menus and picture windows.
- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.
- Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.
- Game Completed: This option will modify your adventure as if you've already beaten the game once.

#### SHINOBI III: RETURN OF THE NINJA MASTER

##### Infinite Shuriken

Visit the "Options" menu and change the "S.E." (sound effect) setting to "Shurikin" [sic]. Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will turn into an infinity symbol.

##### Invincibility Code

Choose "Options" from the title screen and highlight the "Music" option. Choose the tune called "HE RUNS" and press **B** to listen to it, then play "JAPONESQUE," "SHINOBI

WALK," "SAKURA" and "GETUFU" the same way. If you pressed **B** at each song and played them in the correct order, you should have heard a brief tone when you hit **B** at the last tune; the invincibility code is in place.

#### SKITCHIN'

##### Hidden Warp

To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

#### SONIC THE HEDGEHOG

##### Stage Select

At the title screen, press **Up, Down, Left, Right**. You'll hear a chime. Now hold the **A** button and press **START** to get the stage-select menu.

#### SONIC THE HEDGEHOG 2

##### Stage Select

At the "Sound Test" menu, listen to sounds 19, 65, 9 and 17. Next, Hold **A** and press **START** at the title screen.

##### Chaos Emeralds Cheat

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 4, 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change into Super Sonic.

#### SONIC THE HEDGEHOG 3

##### Sound Test, Debug, Slo-Mo, Shaded Sonic

To access Sonic's stage select, punch in the code **Up, Up, Down, Down, Up, Up, Up, Up** when the blurry Sonic cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super loud. Next, scroll down the menu at the title screen and you will find a new menu item called "Sound Test." Enter "Sound Test" and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option.

To reach a debug feature that allows you to cruise through all parts of the level, highlight one of the working Sonic 3 levels at the stage-select menu, hold the **A** button and press **START**. While you're in the game, use the **B** button to access the Debug feature. Hit **A** to scroll through all of the Debug items and **C** to place them.

#### SONIC & KNUCKLES

##### Secret Bonus Levels

Plug any Genesis cartridge into the top of Sonic & Knuckles. If the screen says "No Way! No Way?!", press **A+B+C** to access randomly-generated sphere bonus levels.

#### STREET FIGHTER II SPECIAL CHAMPION EDITION

##### Six and Three-Button Cheats

SIX-BUTTON CODE: **Down, Z, Up, X, A, Y, B, C**  
THREE-BUTTON CODE: **Down, C, Up, A, A, B, B, C**

Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen to allow both players to choose the same character in Battle Mode.

#### STREETS OF RAGE 2

##### Play Same Character

At the title screen, press and hold

**Right** and **B** on Controller 1, press and hold **Left** and **A** on Controller Two, then continue to hold those buttons while you press **C** on Controller Two. Choose the "2 Players" game and you'll find that both players can pick the same character.

#### SUNSET RIDERS

##### 99 Continues

Choose "OPTIONS" from the title screen and set the "SOUND" to "OE", then press **A** to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick a character and press **A**; then, when your character looks up, quickly press the **A, B** and **C** buttons at the same time and release them. You'll start the game with 99 credits in reserve.

#### SUPER VOLLEYBALL

##### Passwords

The following codes are for the U.S.A. team and will lead you to the championship match against Russia.

China: **HLXLA**

Japan: **RLVLK**

Italy: **RMXRU**

France: **RUFOR**

Holland: **RSAAV**

Brazil: **RQVA2**

Russia: **RP.VE**

#### SYLVESTER AND TWEETY IN CAGEY CAPERS

##### Looney Cheats

Each of these commands should be performed at the Stage Prop screen, which appears when you press **START** during the game.

- Extra Time—Press **START** to pause, then press **Up, A, B, C, C, A, Up, C, C, C, Up**. The clock will be reset to zero.
- Extra Energy—Press **START** to pause, then press **A, A, A, B, B, A, B, C**. Sylvester's health will be restored.
- Extra Points—Press **START** to pause, then press **C, C, C, C, B, C, A, C, B, A** to increase your score by 10,000.
- Extra Continues—Press **START** to pause, then press **Right, Left, A, A, B, Up, C, A, B, C** to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.
- Invincibility—Press **START** to pause, then press **B, B, Up, A, Left, Right, Down, Right, B, B, C** for temporary invincibility.
- Skip Train Level—In the game's third level, "Mayhem Express," you can pause the game and press **C, C, B, C, A, B, C, A, B, C, Down** and unpause to skip to the next stage.
- See End Credits—To skip to the end of the game and see the credits, press **START** to pause and press **Down, Right, A, B, B, B, C, C, B, A, A**.

#### TAZ IN ESCAPE FROM MARS

##### Cheat Menu

Press and hold **A+B** on Controller 1 and **B+C** on Controller 2. When the game starts, press **START** to pause. Hit any button and the cheat menu will appear.

#### TAZ-MANIA

##### Super Cheats

At the title screen, hold **A, B** and **C** on both controllers while pressing **START** on controller one. You should hear a chime. Next, start the game. Press **A** while the game is paused, and your health meter will be refilled when you unpause. Pressing **B** while the game is paused gives you partial invincibility. Press **C** while paused to see the number of the current stage, which can be changed by pressing **Left** or **Right** on the control pad.



Change to a different stage number, and you'll be warped directly to that stage when you press the **START** button.

### TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

#### Ultra Desperation Attacks

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.

Leonardo:  $\leftarrow\rightarrow\downarrow\downarrow+C$   
 Michaelangelo:  $\rightarrow\leftarrow\downarrow+C$   
 Donatello:  $\leftarrow\leftarrow\downarrow+C$   
 Raphael:  $\rightarrow\downarrow\downarrow+C$   
 Casey Jones:  $\rightarrow\leftarrow\downarrow+C$  (in close)  
 Ray Fillet:  $\leftarrow\downarrow\downarrow+C$   
 April O'Neil:  $\leftarrow\downarrow\downarrow+C$  (in close)  
 Sisypheus:  $\leftarrow\downarrow\downarrow+C$

### THUNDER FORCE III

#### All Weapons

During play, press **START** to pause, then press **Up** ten times, **B** once, **D** twice and finally, press **B** once. This sequence will give you all the weapons. Press **A** for the claw, and then **START** to unpause the game.

### TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

#### Passwords

Level 5: MMBK DDLL DLBG LLDD LDTG  
 Level 6: HBBB DDDD DDBK DDLL LDTN  
 Level 7: UBBB DDLL LDBB LLLL LDDQ  
 Level 8: YBBB MDLL LLBB DDL LDMQ  
 Level 10: ZBBB TGDL LDBB TLDL LLNG  
 Level 11: PBBB TKLD DLBB TGDL DLNV  
 Level 12: YBBB TZDD DLBB TKDD LDNT  
 Level 13: QHBB TZGL LLBB TZDL LDZM  
 Level 14: MHBB TZKD LDBB TZGD LLTM  
 Level 16: ZBBB TZBG DDBB TZBD DLRR  
 Level 17: PRBB TZBK DLBB TZBG DDBR  
 Level 18: YRBB TZBB DDBB TZBK LLRG  
 Level 19: ZRBB TZBQ DLBB TZBB DLRX  
 Level 20: ZHBB TZBQ GDBB TZBW DLHY  
 Level 21: VNBB TZBQ KLBB TZBQ GLUY  
 Level 22: KJBB TZBW ZLBB TZBV KLMM  
 Level 23: XJBB TZBW ZGBB TZBW ZLTB  
 Level 24: JJBB TZBW ZGBB TZBW ZLTB

### TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.

#### Director's Cut

Enter the password **RUBE**. Start the game. Fighter 2 is headless and bleeding.

#### Stealth Mode

Enter the password **FQSTER**. Start the game. Fighter 2 is the Noob Saibot of *Toughman Boxing*.

#### To the Death Mode

Enter the password **2LT**. Start the game. Time is infinite. The first fighter to get three knock-downs wins.

#### Caffeinated Mode

Enter the password **HYPER**. The game is played at double speed.

#### Iron Man Mode

Enter the password **MAXX**. Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you are not guaranteed victory.

#### All The Moves

Enter the password **MRBUCKEYE**. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

### Little Napoleon

Enter the password **WEASEL**. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

#### Whoop Ass Mode

Enter the password **SUPERG**. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

#### Nuclear Waste Man

Enter the password **NUCLEAR**. Start the game. Your opponent is glowing with nuclear waste.

### TYRANTS

#### Hidden Sinistar Game!

To play a hidden game that's based on the classic Williams shoot-'em-up, *Sinistar*, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sinibombs.

### URBAN STRIKE

#### Passwords

Baja Oil Rigs: CNHGBR4N8F  
 Inside Main Oil Rig: ZLGBWD3PFZD  
 Mexico: BWDR6MJYNNM  
 San Francisco: NDR63P7VZLT  
 Alcatraz: H63PMJT4SYL  
 New York: LPMJ7V5XKZR  
 Las Vegas: GJ7VT4FKYNNM  
 Casino: BVT45XYCZLT

#### Vegas Underground: WR63PMT4SYL

#### Special Passwords

To begin the game with 10 lives and no co-pilots missing, enter the password **YC29NHLGBT7**.

To begin the game in Mexico with 16 lives, enter the password **9G6T9BR6S3V**.

### VECTORMAN

#### Hidden Game + Level Warps

When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

#### Blow Up Sega

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

#### Cheat Codes

Vectorman has tons of cheats that can be activated during the game with the following sequence: Press **START** to pause, enter the code, then press **START** to unpause. Try the following codes while the game is paused for different effects:

ABRACADABRA (A, B, Right, A, C, A, Down, A, B, Right, A)—Refill your energy counter at any time.

BALL or BALD (B, A, Left, Left or B, A, Left, Down)—See the programmers' debugging coordinates.

ABACABB (A, B, A, C, A, B, B)—Five dots will appear around Vectorman and follow him wherever he goes.

DRACULA (Down, Right, A, C, Up, Left,

A)—When you get hit, the game will slow down in order to help you to recover safely.

CALL A CAB (C, A, Left, Left, A, C, A, B)—Vectorman turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the CALL A CAB code again.

### WIZ 'N' LIZ

#### Cheat Passwords

To fight against any of the screen-filling monster bosses in *Wiz 'n' Liz*, enter the password **TCDT GBBS**. Other interesting passwords include **BBBB BBBB**, **TTTT TTTT**, **CSBK LGQD** and **MQHS PKDN**. The password **MGTP GLLS** will take you to the last round of the final level.

#### Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the **START** button and press **C** while entering the last letter of any valid password.

#### Shop Discounts

When entering the shop to buy fruits or vegetables, hold **START** and press **C** while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.

#### Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH START BUTTON!" and "YEAH!" to flash on the screen. Hold **A** and **C** and press **START** to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (Note: This trick doesn't work on every level.)

#### Time Ball Release

Hold **Up** and press **A** to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

#### New Difficulty Level!

When the Sega logo comes up on the screen, hold the **A**, **B** and **C** buttons down and press the **START** button twice. You'll hear a voice shout "Yeah!" Now go to the options screen to find a new "Super Wizard" difficulty level.

### VIRTUA RACING

#### Backwards Tracks!

Hold **A**, **B**, and **Up** when the Sega logo comes on the screen, then press and hold **START** until the demo screen comes on. Release all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse.

### XBAND GAME MODEM

#### Hidden Maze Game

Press **Up**, **Up**, **Down** when you're about to dial the phone (where the screen says, "Are you sure you want to register with XBAND?") You'll play a secret maze game while you're waiting to connect. To play the game for a longer time, press **Down**, **Down**, **Left**, **Left**, **Right**, **C** at the main XBand menu (Challenge/Player List/Mailbox etc.)

#### Change Text

To change the way the text moves on XBand menus, enter one of the following codes at the player-select screen:

Expand and contract—**Up**, **Down**, **Up**, **Down**, **Left**, **Up**

Earthquake effect—**Right**, **Left**, **Right**, **Up**, **Right**, **Left**

Restore default "wave" motion—**Left**, **Right**, **Left**, **Left**, **Up**, **Left**, **Right**

#### Sound Test

Press **Up**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, **Up** at the main XBand menu.

#### Hidden "Fish Pong" Game

Press **Up**, **Up**, **Up**, **Up**, **Right**, **B** at the main XBand menu.

### X-MEN

#### Stage Select and Other Cheats

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold **A**, **C**, and **Down** on the D-pad and hit **START**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the **C** button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to.

#### Mojo's Crunch Tip

If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

### X-MEN 2: CLONE WARS

#### 99 Lives

During the game, press **START** to pause. Then press **Down+C**, **Up**, **Left**, **Up**, **Right**, **Right**, **C**. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

### ZOOL

Note: Each of the following cheats should be done during the game by pressing the **START** button to pause, then continue to hold **START** while pressing the rest of the buttons in the code.

#### One Extra Life

Hold **START**, then press **Down**, **Up**, **Left**, **Left**, **A**, **Right**, **Down**. Repeat the code whenever necessary.

#### Level Select

Hold **START**, then press **C**, **Right**, **A**, **B**, **A**, **Left**, **Left**, **A**, **Down**. Now you can change the first two digits of the on-screen timer to the number of the World and Level you want to warp to. Press **Up** or **Down** to change the World and **Left** or **Right** to change the Level. When you're ready to warp, hold **A**, **B** and **C**. You'll return to the title screen where you'll start at level you chose.

#### Super Time & Energy Bonus

Hold **START** and hit **Right**, **A**, **Down**, **A**, **Right**, **B**, **Left**, **Up**, **Right**. You'll get 240 energy bars. The timer gets set to 999.

#### Extra Time & Energy

Hold **START** and press **B**, **A**, **Right**, **Right**, **A**, **C**, **Up**, **Down**, **A**. You'll get 30 extra seconds on the timer and six energy bars.

#### Brightness

Hold **START** and press **Down**, **Up**, **Left**, **Left**. This makes the dimmed "PAUSE" screen brighter.



**MEET KRAZY IVAN...**

HE'S A SOVIET SUPERSOLDIER ON A SUICIDE MISSION INTO HOSTILE TERRITORY WITH ONLY A 40 FOOT ARMORED BATTLE-SUIT FOR COMPANY. STEP INTO THE SHOES OF THIS KICK-ASS COMRADE AND EXPERIENCE 3D FIRST-PERSON COMBAT.

AGAINST A RUTHLESS ROBOTIC ALIEN HORDE, WITH THE HUMAN RACE UNDER SIEGE, ONLY THE MOSCOW MADMAN CAN SAVE US NOW!

# HE'S THE NEXT RUSSIAN REVOLUTION



**2 PLAYER  
LINK  
COMPATIBLE**



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## ACTRAISER

### Hidden 1-Ups

Create a rain shower in the woods located northeast of the lake in Bloodpool. After the storm, the villagers will uncover an artifact which they offer to you. This Source of Life works as a 1-Up which gives you an extra chance to fight evil. You'll also dig up a Source of Life in Kasandora. After washing away the sand in the north, uncover a pyramid, and create an earthquake. The walls of the pyramid will fall and reveal another 1-Up.

## THE ADDAMS FAMILY

### End Password

Enter this password: **BLS&P**. Walk into the music room and play through the game's final stage.

### Hidden Bonus Room

After you lose your last life, head over to the door that says "Continue." Don't go through the door, but keep walking to the left and you'll enter a hidden bonus room where you can pick up four extra lives.

## AERO THE ACRO-BAT

### Five Continues

Press **X, Y, B, A, X, A, B, Y**, Up, L at the title screen.

### Nine Continues

Press **X, Y, B, A, X, A, B, Y**, Up, R at the title screen.

### Level Select/Skip

At the Start/Options screen, press **D, A, D, Y, D, A, D, Y** and listen for the machine gun. Then, at any time during the game hit **START** to pause, then press **Up, X, Down, B, Left, Y, Right, A, L, R**. A jingle will sound. Now you can skip any stage by pressing the **SELECT** button while the game is paused. To access the level-select menu, press **SELECT** while the game is paused to skip as described above. Then, when the Bonus Point Countdown screen appears, press the **R** button and hold it down. The level-select screen will then appear.

### Infinite Stars/No Enemy Collisions

To enable extra cheats, enter the code **L, R, X, B, Left, Up, Right, Down, Y, A** at the level-select screen. This gives you a modified level-select menu with added options.

To get infinite stars, press **A, Y, L, Up, Down, R, A, Y, Right, Left** at the modified stage-select menu. Now the "Infinite Stars" option can be turned on and off.

To get the "No Enemy Collision" option to work, press **Down, A, Y, R, Y, B, Up, L, Y, A** at the modified stage-select screen.

## ALIEN VS. PREDATOR

### Stage Select

At the title screen, press **SELECT** to access the "Config Mode," then press **START**. Next, at the Option Menu, hold buttons **X, A, L** and **R** on Controller 2 and press **START** on Controller 1. A hidden Stage Select menu will appear.

## ART OF FIGHTING

### Skip to Credits

Begin a new game, then select the Story Mode. When the game starts,

press **SELECT** to pause, then press **Up, X, Left, Y, Down, B, Right, A, L** and **Y** on Controller 1.

## BATMAN RETURNS

### Extra Continues

Go to the Option screen and highlight the "Rest" option. On Controller 2, press **Up, X, Left, Y, Down, B, Right, A, Up** and **X**.

## BATTLETOADS IN BATTLEMANIACS

### Extra Lives and Continues

At the title screen, hold **A, B** and **Down** and press **START**. A flash of red will appear on the screen that shows the *Battletoads* flag. You can now start the game with five lives and five continues.

## BEST OF THE BEST CHAMPIONSHIP KARATE

### Kumate Warp

At the title screen, press **START** to go to the Main Menu. Place the cursor over "Option" and press **SELECT**. Select "Password" in the top left corner and enter the password **2RHT255457K**. Your character's attributes will be at 99%. Return to the Main Menu and select Ivanov as your opponent. Once you defeat him, you can enter Kumate mode. Select the "PAD vs. SNES" box until both characters appear the same. Defeat the mirror image so that all the opponents from the regular tournament will appear in the Kumate.

## BIKER MICE FROM MARS

### Extra Difficulty Setting

At the title screen/main menu, grab Controller 2 and press **Up, X, Left, Y, Down, B, Right, A, Up, X**. You'll hear Karbunkle laugh to confirm the code. Now start the game, either the Main Race or Battle Mode; when you reach the menu where you choose the difficulty setting, you'll find that there is a new "Super Hard" difficulty option.

## BRAWL BROTHERS

### Change Title Screen

When the Jaleco logo appears, press **B, A, X** and **Y** repeatedly. When you hear the sound of a sword slash, press **START**. As the screen changes press **Down, Down, Down** and **START**. Exit the Option screen to view the game's original Japanese title screen.

## BRUTAL

### Boss Code

Press **X, A, B, A, Left, A** at the title screen. Now you can choose to play as the Dali Llama.

## BUBSY II

Enter each of the following codes at the title screen. You will hear a noise to indicate that you've done the code correctly.

### All Levels Complete

**Up, A, A, A, Down**

### Jump Frenzy

**B, A, B, Y**

### 99 Diving Suits

**B, Left, Up, B**

### 99 Portable Holes

**Right, Up, SELECT, SELECT**

### 99 Smart Bombs

**X, X, Up, Down, X**

## 99 Nerf Ballzooka Shots

**B, A, Left, Left**

**50 Lives**

**B, Up, B, SELECT, Y**

**Invulnerability**

**X, A, B, Y, Up, Down**

## CACOMA KNIGHT IN BIZYLAND

### Secret Cheat Menu

At the player select screen—the one that says "1P VS COM," etc.—press **Up, Up, Down, Down, Right, Left, Right, Left, B, A** on Controller 1. You'll hear a bell, and a "Special Presents" menu will appear. Now you can set the number of lives or credits and choose a starting stage.

## CLAY FIGHTER

### Play as the Boss

Play a one-player game until you reach N. Boss, then intentionally lose both rounds. After the game ends, wait for the Option screen to appear, then select the "Vs. Battle" option; Player 2 will be controlling N. Boss.

## CLAY FIGHTER TOURNAMENT EDITION

### Tiny Characters

Select "Tournament" mode and choose a four-player "Double Elimination" game. Choose the following characters and change their names as shown:

Player 1: Bad Mr. Frosty—change name to **POSSEY**

Player 2: Bad Mr. Frosty—change name to **JASON A**

Player 3: The Blob—change name to **STEVE C**

Player 4: Taffy—change name to **JOHN S**

Start the game and the fighters will be super small.

## CLAY FIGHTER 2: JUDGMENT CLAY

### Random Select

At the player-select screen, hold the **L** and **R** buttons to make the computer choose your fighter at random.

### Turbo Play Mode

At the Game Start screen, hold the **Y** button and press **L, L, R, Down, Left, R**. Now you can turn the speed up to 10 in the Options menu.

### Secret Characters

To access a secret character, you must enter the appropriate code shown below at the Game Start/Vs Mode/Tournament/Options screen.

**Butch:** Hold the **L** button and press **X, R, A, X, R, R**.

**Ice:** Hold the **B** button and press **Up, L, L, L, Right**.

**Slyck:** Hold the **Y** button and press **L, L, Up, L, Left, R**.

**Spike:** Hold the **R** button and press **X, B, B, A, Y, Left, A**.

**Peelgood:** Hold the D-pad diagonally in the **Down/Left** position and press **B, Y, Y, A, Y**.

**Sarge:** Hold the **X** button and press **L, L, Up, Down, Left, Down**.

**Jack:** Hold the D-pad **Up** and press **X, A, R, R, Y, A**.

**Thunder:** Hold the D-pad diagonally in the **Up/Left** position and press **Y, B, X, B, B, X, A**.

## CYBERNATOR

### Extra Continues

At the title screen, highlight the

word "Option" and then press and hold **Up, L, R** and **START** to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six.

### Napalm Gun

When the game starts, hurry through the first level without shooting or punching anything—your score must be zero when you reach the "power unit." Next, destroy the power unit without hitting the gun turrets on the left and right. Your score should read "2800" when you finish off the power unit. At the start of the second stage, cycle through your available weapons with the **X** button and you'll find that you have acquired a super-powerful "Napalm" gun.

## DAFFY DUCK IN THE MARVIN MISSIONS

### Extra Lives

To receive 50 extra ducks, begin a new game. When the screen reads "Where there's duck, there's fire," press **Left, Left, Right, Right, Up, Down, Y, A, B** and **X**.

## DARIUS TWIN

### Extra Ships

Move the cursor to point to the desired number of players. Hold **L** and **R** on Controller 2, hold **SELECT** on Controller 1 and press **START** on Controller 1. You will start with 49 ships in reserve.

## THE DEATH AND RETURN OF SUPERMAN

### Cheat Mode

Go to the "Sound Test" at the Game Options menu and listen to the following sounds in order: **0B, 29, 2C** and **05**. Exit the Options menu and start the game. When you get into trouble, press **A+B+X+Y** to refill your lives, energy and special attack. To skip to the next level at any time, hold **A+B+X+Y** and press **SELECT**.

## DISNEY'S ALADDIN

### Stage Select

At the Options Screen quickly enter **L, R, SELECT, X, Y, A**, and **B** on Controller 2. You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press **Left** or **Right** on Controller 1 to select stages.

## DONKEY KONG COUNTRY

### 101% Complete

An exclamation point (!) at the end of each level means you've found all the secret stuff. When every level has been completed with an exclamation point (!), you'll have finished 101% of the game.

### 50 Lives

Highlight "Erase Game" and enter the code **B, A, R, R, A, L (BARRAL)**. You'll hear a chime.

### Music Test

Highlight "Erase Game" and enter the code **Down, A, R, B, Y, Down, A, Y (DARBY DAY)**. You'll hear a chime. Use the **SELECT** button to cycle through the sounds.

### Two Player Competition

Highlight "Erase Game" and enter





the code **B, A, Down, B, Up, Down, Down, Y** (**BAD BUDDY**). You'll hear a chime. Now you can steal the character control from your partner at any time during the game.

#### Practice Bonus Rounds

Enter **Down, Y, Down, Down, Y** (**DYDDY**) during the game's intro.

#### DOUBLE DRAGON V: THE SHADOW FALLS

##### Stun Disable

When the Main Menu Screen appears, press **Down, Down, Left, Up, Up, R, R, and L**; now your character can't be dizzied in the game. Throw Disable  
Press **R, Right, L, L, Left, Left, R, R** at the main menu screen.

#### EARTHWORM JIM

##### Cheat Codes

Start the game, press **START** to pause, then enter any of the following codes. (Note: Button names that are separated by a plus sign—e.g. **A+Left**—must be pressed at the same time; each code consists of exactly eight steps.)

Debug Menu: **A+Left, B, X, A, A, B, X, A**

Nick Jones Code: **Y, A, B, B, A, Y, A, B**

Level Skip: **A, B, X, A, A+X, B+X, B+X, X+A**

Jump to Princess: **A+Left, X, X, X+B, X, A, X, A+Left**

Extra Life (one time only): **B, B, A, X+Y, A, A, A, A**

Extra Life (repeat whenever necessary): **B+X, B, B, B, A, A, X, A**

Energy Refill (once per level): **A, B, X, Y, Y, X, B, A**

Energy Refill (repeat whenever necessary): **A+X, B, A, B, X+Y, B, A**

Ammo Refill: **A+X, B, A, B, X, X, X, X**

Plasma Power-Up (one time only): **A, A, B+L, A, A, X, B+L, X**

Plasma Power-Up (repeat whenever necessary): **A+X, B, B, A, A, X, B, L+R**

Extra Continue (one time only): **A, B, A, B, X, Y, X, Y**

Extra Continue (repeat whenever necessary): **Y+X, B, Y, B, X, B, X, X**

Map View Mode: **A, X, A, X, A, A, A, A**

Warp to "What the Heck?": **Y, X, Y, X, A, B, A, X**

Warp to "Down the Tubes": **Up, Down, Left+Down, Left, Down, Down, Up+Left, Down**

Warp to "Snot a Problem": **A, B, X, B, A, B, B, B+L**

Warp to "Level 5": **A+B, B+X, X+Y, Left, Left, Right, Left, Right**

Warp to "For Pete's Sake": **A, B, X, A, B, X, A, B+R**

Warp to "Buttville": **A, X, Left, Left, X+Y, Up, Down, Left**

Warp to "Andy Asteroids": **L+A, A, R+A, A, B, B, X, B**

Warp to "Who Turned Out the Light?": **A, B, Up+Y, Up+Y, Left, Right, Left, Right**

#### EXTRA INNINGS

##### Hidden Scenes/Sound Test

Go to the "Mode Select" screen, hold the **L** and **R** buttons and press **START, Y** or **B**. You'll get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Watch" and do the trick to access a sound test.

#### F-1 ROC II RACE OF CHAMPIONS

##### Track Select

Use **Controller 2** at the "Notice" screen that appears when you turn the game on. The screen is only up for a few seconds so you have to do all of the codes quickly. Press **A** four times and **B** 14 times. The number "1000" will appear in the upper left corner of the screen. Begin a race in "Grand Prix" mode and choose one of the saved characters that's made the **F1** racing class. Go to the "Course" Option. Press **Up** or **Down** to change tracks.

##### Time Attack Mode

Press **Up, X, Right, Y, Down, B, Left, A, A** on **Controller 2**. The number "1" will appear in the upper left corner of the screen. The screen will face into the time Attack Mode. Select a course, how many laps you want to compete, and the time you want to beat.

##### Sound Test

Press **L, R, L, R, L, R, L, R, R** on **Controller 2**. The number "100" will appear in the corner of the screen.

##### Hidden Game #1

Press **X, X, X, X, Y, Y**, on **Controller 2**. The number "100000" will appear in the corner of the screen. It's a *Breakout*-style game that you can play with up to four players.

##### Hidden Game #2

Press **Y, Y, Y, Y, X, X** on **Controller 2**. The number "10000" will appear. It's a two-player *Pong*-like fighting game.

#### F-ZERO

##### Master Class

Choose the Expert Class and complete all five courses of any three leagues, placing first second or third. You will then be able to enter the Master Class.

#### FATAL FURY

##### Hidden Character

When the Takara logo appears at the start of the game, quickly press **Down, Down/Right, Right, Down, Down/Left, Left** and **X** in one smooth motion on **Controller 1**. The *Fatal Fury* logo will change to blue. Now you can choose the game's hidden fighter, *Ryo Sakazaki*.

#### FIFA INTERNATIONAL SOCCER

##### Super Cheats

Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen.

Super Kick: Press **B, A**, then **B** eight times.

Invisible Walls: Hit **Y** three times, **X**, **A** three times, **B**.

Crazy Ball: Press **X, A, B, Y, Y, B, A, X**.

Crazy Curve Ball: Press **B, A, R, B, Y, L** to activate. (A ball kicked into the air can be steered wildly with the **L** and **R** buttons.)

Super Goalie: Press **A** five times, then **Y** five times.

Super Offense: Press **R** five times, **L, R**.

Super Defense: Press **L** five times, **R, L**.

Dream Team: Press **A** twice, **B** twice, **Y** twice, **X** twice.

#### FINAL FIGHT 2

##### "Same Player" Code

At the title screen, hit **Down, Down, Up, Up, Right, Left, Right, Left, L, R**. The screen turns blue; now both players can pick the same fighter.

#### GRADIUS III

##### Extra Credits

At the title screen, press the **X** button as quickly as you can. You should see the number of credits at the top go up. Press **START** before the title screen fades. If the title screen fades away, you've lost the credits and will have to repeat the code.

##### Arcade Mode

At the Option screen, highlight "Game Level" and rapidly press **A** until you see the game level change to "ARCADE".

##### Bonus Areas

To fly into the bonus area of Stage 2, fly into the section lined with a blue, liquid substance, look for a hole and dive into it. You will enter an area filled with breakable pink orbs. Clear them away and uncover several point-producing devices.

You must destroy all of the guns on the ground before entering the bonus area in Stage 3. Fly close to the low rock ceiling and make your way into the bonus area.

A Moai Statue is the bonus area entrance in Stage 4. Make sure that none of the Power-Ups are highlighted on the bar at the bottom of the screen and fly into the back of the Moai.

##### Random Weapon Select

At the Weapon Select screen, press **Right** on the D-pad to enter Edit Mode. Press **X, Y, X, X, Y, Y, X, Y** on **Controller 1**.

##### Demo Mode

Extend the length of the introductory demo by holding **A** at the title screen. Continue to hold **A**, and you'll also be able to see the entire first stage of the Arcade Mode up to and including the Boss.

##### 30 Extra Ships

At the title screen, press and hold **L** and then press **A, A, A, START**.

##### Full Power-Up

Press **START** to pause, then press **Up, Up, Down, Down, L, R, L, R, B, A** and **START** to unpaue.

#### HAGANE

##### Infinite Continues

Go to the configuration screen. Highlight the **Music** option and play **9, 8, 7**, and **6** in that order.

#### HYPER ZONE

##### Sound Test

At the title screen, push and hold both the **L** and **R** buttons. Select any music or sound by pressing **Left** or **Right**, then hitting **A**.

#### THE IGNITION FACTOR

##### Level Warps

To start at any stage, hold the **L** or **R** button on **Controller 2** when you start the game with **Controller 1**. Holding **R** will give you access to the *McGlone Mine*, *Dino Park* or *Whitney Appliances* scenarios; hold **L** to gain access to the *Gemini Towers*, *Shylock Center* or *Paris*

Mine stages.

##### Secret Level

If you hold both the **L** and **R** buttons on **Controller 2** when you start the game with **Controller 1**, you'll be able to play an entire hidden level that's based on the *Deutschland Moldavia* headquarters stage from *The Peacekeepers*, another Jaleco game for the Super NES. This top-secret stage does not appear when you play through the game normally.

#### JUDGE DREDD

##### Stage Select + Energy Gain

When you first turn on the Super NES, you'll see a copyright screen with tons of tiny white words on a black screen. Quickly spell the word "LUXURY" on **Controller 1** by pressing the following buttons: **Left, Up, X, Up, Right, Y**. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the *Vid-Com* screen, where you'll be given a warning from the Justice Department about using cheats. When the screen says "Say No to Cheats," press **Y** and **A** together; you'll get a message that says, "Level Select Activated". Next, press **X** and **B** together to get a message that says "Energy Gain Activated". Now start the game. Notice that whenever you get injured, your health meter refills automatically all by itself, making it a snap for you to progress through each stage. If you're really impatient, just press the **SELECT** button at any time during the game (except while paused) to bring up the top-secret stage-select menu.

#### THE JUNGLE BOOK

##### Level Select/Cheat Mode

At the *Virgin* logo, quickly press **Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y**. Now go to the *Start/Options* screen and enter the Options menu. You'll find that there is now a level select and a "Cheat" option.

#### JURASSIC PARK II

##### Infinite Continues

At the Mission Select screen, press **L, L, L, R, R, R, L, L, R, R, L, L, R, R, L, L, L, R, R, R**. Now you can continue the game indefinitely.

#### KENDO RAGE

##### Stage Select

Press **START** at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press **X, Y, A, B, X, Y, A, B, START**. The "Special Presents" menu will appear, allowing you to choose your starting stage.

#### KILLER INSTINCT

##### Boss Code

At the "Vs." screen—the one that shows both characters' portraits just before the fight begins—hold **Right** on the D-pad and quickly press **QUICK PUNCH, QUICK KICK, FIERCE PUNCH, MEDIUM KICK, MEDIUM PUNCH** and **FIERCE KICK**. (In the default control configuration, that would be **L, R, X, B, Y, A**.) You'll hear the announcer say,





"Eyedol!" When the fight starts, you'll be playing as the boss.

## Speed Codes

The Super NES version of *Killer Instinct* has four different "speed" codes that allow you to change the speed of the game. Each of them consists of several buttons that must be held down at the "Vs." screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound that's exactly like the sound the game makes when you pause it during a battle. Note that in two-player mode, both players must enter the codes in order to make them work. Slow Speed: Hold Left + R + A + B. Fast Speed: Hold Right + L + X + Y. Faster Speed: Hold Right + R + A + B. Fastest Speed: Hold Left + L + X + Y.

## Easy Combo Breakers

At the "Vs." screen, hold Down on the D-pad and press START; you'll hear the announcer say, "C-C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with.

## Stage Select/Music Select

When choosing a fighter at the character-select screen, hold the D-pad Up or Down with the specific buttons as shown below; the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the code. In a two-player match, the first person to pick his or her character gets to select the stage; the second player to choose a fighter can select the music they like according to the same button combinations used for the stage select, as follows:

Up+L: Ice Temple  
Up+R: Castle Roof  
Up+X: Ice Sculpture  
Up+Y: Skull Room  
Up+A: Desert Roof  
Up+B: City Roof  
Down+L: Canyon Bridge  
Down+R: City Street  
Down+X: Lava Pit  
Down+Y: Bloody Arena  
Down+A: Factory  
Down+B: Fireplace  
Down+B (on both controllers): Sky Arena

## KING OF DRAGONS

### Two-Player Same-Character Code

Press Down, R, Up, L, Y, B, X, A at the Capcom logo. Now both players can choose the same warrior at the character-select screen.

### 99 Continues

Start a one-player game and let all of your lives run out. When you've finally kicked it, the "Continue?" prompt will appear; press START on Controller 1, and the Credit counter will read "01." Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press START on Controller 2 to join in, but don't choose a character yet. Quickly press START on Controller 1 before the countdown expires, then finish choosing a character for Controller 2—when both characters are on the screen, you'll have 99 credits.

## KIRBY'S DREAM COURSE

### Change Name

To change your name without restarting the game, go to the Member screen and highlight the file to be changed. Press L, R and A simultaneously to get to the Name Entry screen.

## KRUSTY'S SUPER FUN HOUSE

### Cheat Password

Enter the password **SMALLIW** to start the game with all of the doors unlocked. You'll also have unlimited lives.

## THE LAWNMOWER MAN

### Super Cheat Mode

Press START to pause during a game, then press B, R, A, SELECT, SELECT, Y, A, B, Y, A, B. Next, press START to unpaue. Tap the L or R button repeatedly to play in slow-motion.

### Stage Select

With the cheat code in place as described above, press START during the game and press A, L, L while the game is paused. Next, press START to unpaue, and you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage.

### Infinite lives

While the cheat mode is in effect, pause the game with the START button, then press R, A, SELECT, Y and START to continue playing. Notice that when your character is killed, your life counter will not be reduced.

### Stage Skip

With the cheat code in place, you can skip to the end of any Virtual World stage by pressing the A button while the game is paused.

## LEMMINGS 2: THE TRIBES

### Sound Test

At the title screen, point to the knothole in the tree and press B. Press B repeatedly to hear different tunes.

## MADDEN NFL '95

### Expansion Teams

Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press L, R, L, R, and A to play as the Jaguars, or press L, R, L, R, and Y to play as the Panthers.

## MECHWARRIOR 3050

### Stage Passwords

Choose "Options" from the title screen, then select the Password entry screen and enter any of the following codes to start at different stages.

Mission 1—BMBRMN

Mission 2—65CB16

Mission 3—B1GBND

Mission 4—FSPRNG

Mission 5—YHWX11

### Unlimited Ammo

Enter the password M1R0G3; you'll automatically return to the title screen. Now start a game, and you'll find that your ammunition is never used up.

### Invincibility

You must first enter each of the five mission passwords shown above as well as the "Unlimited Ammo" password; after entering

each one, return to the password entry screen again and put in the next one. Once all of those passwords have been registered, return to the password menu a seventh time and enter the code MKWFL. Now start a game, and you'll see that your 'mech's health meter will never register any damage.

### Play as an Enemy Mech

Turn the game on and wait for the Tiburon Entertainment logo to appear. When it does, press Down on the D-pad, then A, then X. Next, go to the password entry screen and input the code XTRM3K. You'll be taken to a secret menu screen where you can choose to play the game as any of six different enemy mechs instead of the default Mad-Cat.

## MEGA MAN VII

### Hidden Versus Mode

Choose the password option from the title screen and enter the password 1 4 1 5 / 5 5 8 5 / 7 8 2 3 / 6 2 5 1. When all of the numbers/faces are in place, hold the L and R buttons on top of Controller 1 and press START. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a *Street Fighter*-style arena for two players. Mega Man's Arrow Slasher is ↓↘→+Y and his Leg Breaker is ↓↓+B. Bass' Buster Kick is →↓↘+Y and his Sonic Crasher (while jumping) is →→+Y. Both fighters can block by quickly pressing Up twice.

## MEGA MAN X 2

### Diagnostic Test

Hold the B Button on Controller 2 and turn on the SNES with *Mega Man X 2* installed.

### Dragon Punch

You must have all eight weapons, all eight Heart Tanks and all four Sub-Tanks to do this. Defeat Violent and Serge during the last portion of your quest. Once you have the option of going to Agile's level, DON'T DO IT. Head to the Flame Stag's domain (Volcanic Zone) to max out your Sub-Tanks and extra men. Once you have maxed everything out—including weapons—head to Agile's level. Play through this stage until you reach an area where there are two ladders, one of which you cannot reach. Head to the left of the ladders to attract a bat. Freeze the bat with the Crystal Hunter somewhere near the upper ladder (make sure you can reach it from the frozen bat). Climb up the ladder. Charge up your Speed Burner to its maximum. Jump to the right, then use the Speed Burner in mid-air to get over the spikes on the floor. Fall through an opening in the floor thereafter. Use the air dash for the next set of spikes. After that there's a long drop. Cling to the right wall and use the Radar to find the invisible section in the wall. The Dragon Punch power-up will be waiting for Mega Man. The Dragon Punch can only be used when Mega Man's health is full. Perform the Dragon Punch just as it is done in *Street Fighter II*. That's Forward, Down, Down/Forward and attack.

## MICHAEL JORDAN: CHAOS IN THE WINDY CITY

### Completion Passwords

Cells only: 3K5BGX0DR9X.

Cells and Laboratory only: JGL8PKGHWTS.

Cells and Factory only: TJQ33CDQZD.

Cells, Laboratory, and Factory: 25QZ21ZYRHB.

Cells, Laboratory, and Factory with all captives rescued: TSMMHGBW43D.

## MICKY MANIA

### Stage Select

At the Sound Test menu, set the Music to "Beanstalk 1" and the SFX to "Extra Try". Now highlight the EXIT option and hold the L button on top of Controller 1 for about seven seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

## MIGHTY MORPHIN POWER RANGERS

### Passwords

3847—Level 2

5113—Level 3

3904—Level 4

1970—Level 5

8624—Level 6

2596—Level 7

0411—Two-Player Battle #1

1007—Two-Player Battle #2

1212—Two-Player Battle #3

## MIGHTY MORPHIN POWER RANGERS: THE FIGHTING EDITION

### Boss Code

To play as Ivan Ooze, choose the game's Fighting Mode. At the character-select screen, highlight any fighter, hold the X and Y buttons down and press START. Both players can use this code to play Ooze vs. Ooze battles.

## MLBPA BASEBALL

### Cheat Passwords

PWRP—activates "Power Pitching."

All pitchers can now throw up to 40 MPH faster.

PWRHT—activates "Power Hitting."

All batters have maximum power on every swing.

ZZNG—activates "Turbo Throwing."

This doubles the throwing speed of fielders.

VRRRM—activates "Hyper Running." The running speed of all players is doubled.

RBRR—changes to a "Rubber Field." Balls bounce higher; lots of ground-rule doubles.

BRRR—Play on an "Ice Field." It doesn't look like ice, but the ball will roll forever.

XXXX—"Simulation Mode"; the computer is tougher to beat.

NNTN—Start in the bottom of the ninth with the home team down 4-0.

## MORTAL KOMBAT II

### Endurance Mode

At the Start/Option screen, hold the L and R buttons on top of the controller and press START. You'll get a new set-up screen that says "Choose Your Fighters." Both players can choose four characters with which to fight; you can even choose the same four characters. Press SELECT





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**Air Dog:** Highlight "A", hold **START** and press **Y**; highlight "I", press **A**; highlight "R", hold **START** and press **B**.

## Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: **Up, Up, Down, Down, B**

Quick Hands: **Left, Left, Left, Left, A, Right**

Max. Power: **Right, Right, Left, Right, B, B, Right**

Powerup Goaltending: **Right, Up, Down, Right, Down, Up**

Powerup Fire: **Down, Right, Right, B, A, Left**

Powerup Turbo: **B, B, B, A, Down, Down, Up, Left**

Powerup Offense: **A, B, Up, A, B, Up, Down**

Powerup 3-Pointers: **Up, Down, Left, Right, Left, Down, Up**

Powerup Dunks: **Left, Right, A, B, B, A**

Powerup Push: **Down, Right, A, B, A, Right, Down**

Push One Opponent and Both Fall: **Up, Up, Up, Up, Left, Left, Left, Left, A, A**

Push One Opponent and Only Teammate Falls: **Up, Up, Up, Up, Left, Left, Left, Left, A, B**

Teleport Pass: **Up, Right, Right, Left, A, Down, Left, Left, Right, B**

High Shots: **Up, Down, Up, Down, Right, Up, A, A, A, A, Down**

Speed Up: **Up, Up, Up, Up, Left, Left, Left, Left, B, A**

Slippery Court: **A, A, A, A, Right, Right, Right, Right, Right**

## NFL QUARTERBACK CLUB

### Secret Teams

Each of the following codes works at the main menu; after entering the code, go to the NFL Play mode and select a pre-season game. The secret teams will be included in the list of available teams.

Jaguars/Panthers: **Up, Down, X, Y, Left, Up, B, A, Down, Y**

All-Pro teams: **B, Up, Left, A, X, Right, Up, B**

Acclaim/Iguana teams: **Y, A, X, Y, Down, B, Left, Y, Up, Right**

## THE NINJA WARRIORS

### Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold **X** and **Y** and press **A, B, A, A, A, A, B, B, A, A, B, A, B, A, B**. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.

### Music Test

Also at the title screen, wait for the words "PUSH START" to appear, then hold the **L** and **R** buttons on top of the controller and press **START**.

## OGRE BATTLE

### Secret Area

To get to the secret battle in Dragon's Haven, begin a new game and enter **FIRESEAL** as your name. You must answer seven questions before beginning the game.

## ON THE BALL

### Passwords

Switch Balls: **GFXJF**  
Change Gravity: **ZLJPJ**  
Sound Test: **NRRRP**  
Best Time: **ZNGGX**

## PAC-IN-TIME

### Stage Select

Enter the password **LVDYK** and return to the title screen. With the cursor on "One Player" at the Game Select screen, hold **Left** on the D-pad and hold the **L** and **R** buttons; while holding those buttons, press **START** to get the stage-select menu. Use **L, R, X** and **Y** to change the stage number.

## PAC-MAN 2: THE NEW ADVENTURES

### Play the Original Pac-Man

Enter the password **PCMNDPW**.

### Play Ms. Pac-Man

Enter the password **MSPCMND**.

### Play the Mine Cart Levels

Enter the password **FFTD82W**.

### Sound Test

Enter **BGMRQST**.

### Time Trial

Enter **TRLMDPW**.

### Pattern Test

Enter **PCMNPTT**.

## PILOTWINGS

### Passwords

Level 2: **985206**  
Level 3: **394391**  
Level 4: **520771**  
Level 5 (Heli): **108048**  
Level 6: **400718**  
Level 7: **773224**  
Level 8: **165411**  
Level 9: **760357**

### More Bonus Flight

A secret bonus flight is available to the Hang Glider at the Skydiving platform. While in the bonus flight press the **A** button a number of times to go as far out to sea as possible. A turbo controller is especially effective for this trick to fly further than the score markers. To get the extra 50 points you must continue flying until you get all the back to the beach where you took off.

## PINK PANTHER IN PINK GOES TO HOLLYWOOD

### Top-Secret Cheats

Plug in Controller 2 and start the game with Controller 1. Press **B** on Controller 2 while the Pink Panther is standing still on the screen (before the "swinging tail" animation starts.) Now you're in the game's "Exploration Mode"—grab Controller 1 and move the Pink Panther around the screen with the D-pad. You can make him move faster by holding the **Y** button on Controller 1. Go through walls, floors and ceilings, or head straight for the end of the stage. Press **B** again on Controller 2 to get out of "Exploration Mode."

### Invincibility

To make the Pink Panther invincible, hold the **L** button on Controller 2 during the game. (You can use a rubber band or binder clip to hold it there.)

### Slow-Motion Mode

To play in slow-motion, hold the **R** button on Controller 2.

## Stage Skip

To access a stage-skip option, simply hold **SELECT** and press **START** on Controller 1 during the game. You'll be sent to the beginning of the next level.

## PITFALL: THE MAYAN ADVENTURE

### Direct to 2600 Pitfall!

At the title screen press **SELECT, A, A, A, A, A, SELECT** and **START**.

## POCKY & ROCKY

### Stage Select

At the "Select Player" screen, hold down the **X** and **Y** buttons while pressing **A, A, A, A, B, B, B, A, B, A, B, A, B, A, B**. Next, press **START** for the stage select menu.

## POWER INSTINCT

### Play as Super Otane

At the Game Start screen, put the cursor on **V.S. Mode**. Hold down **Y, B, A** and press **START**. This will take you to the Character Select screen. Put the cursor on **Otane**, and hold down the **L** and **R** buttons. While you're holding the **L** and **R** buttons, punch in the code **X, Y, B, A**. Select the second player to go to the Stage Select screen where you should just press **START**.

## PRIMAL RAGE

### Secret Cheat Menu

At the main menu—while the words "START/OPTIONS/CREDITS" are on the screen—press **Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right, Right, Right, Left, Right, A**. A new menu item called "CHEATS" will appear on the screen. Choose this option and you'll be able to kill or be killed with one hit, be invincible, gain infinite credits ("Freeplay") or play in Silent Turbo Mode, which unfortunately has no sound but is noticeably faster than the standard game.

## RADICAL REX

### Stage Select

Go to the Title Screen. On Controller 2 enter the code **Right, A, Down, Right, Y, X**.

## RISE OF THE ROBOTS

### Super Moves

Turn on the "Super Moves" feature at the options screen, then start a two-player game. Now you can trigger special tricks that last for about ten seconds each:

Disable Special Moves: **Down, Down, Down, Down + any button**

Reverse Opponent's Controls: **Forward, Forward, Forward, Forward + any button**

Take No Damage: **Back, Back, Back, Back + any button**

Invincibility: **Up, Up, Up, Up + any button**

### Boss Code

At the 1 Player/2 Player/Options menu, press **Up, Right, Down, Left, B**. Now you can fight against the Supervisor boss character in a one-player game or play as the Supervisor on Controller 2 in a two-player game. Here are the supervisor's special moves:

Regenerate: **Down, Back, Up**  
Mantis Kick: **Down, Toward, Up**

## Invincibility

At the 1 Player/2 Player/Options menu, press **Down, B, Up, B, Down, Left, Right, B**. You'll be invincible in the one-player Trainer or Mission modes.

### Watch All Cinema Scenes

At the 1 Player/2 Player/Options menu, press **Left, B, Right, B, Down, Left, Right, B**. You'll see all of the FMV scenes, one after another.

## ROAD RUNNER'S DEATH VALLEY RALLY

### 75 Lives Code

At the title screen, hold **Left, SELECT, Y, R** and **START**. Continue to hold these buttons down until the name of the first stage ("Zippy Splat") appears—you will start the game with 75 lives in reserve.

## ROCKY RODENT

### Change Options

On the title screen, press **START**. As Rocky begins running across the screen press **Y, A, R, A, G**, then **A**. Use the D-pad to change the different elements of the game on the Extra Mode Screen. You can adjust the number of continues, the sound and your button configuration.

## SAMURAI SHODOWN

### Play as Amakusa

At the Takara logo, press **A, Y, X, B**. Now select the "2 Player" game; at the character select screen, hold **L** and **R** and Amakusa will appear. Press start and keep holding the **L** and **R** buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

## SEAQUEST DSV

### Practice Passwords

These passwords will let you practice any mission and use 99 of the mini-subs. Note: The "\*" represents the SeaQuest symbol.

Sector 0: **PLVTONM**

Sector 0: **R3SCV3**

Sector 1: **SP33D3R**

Sector 1: **FIZTNKR**

Sector 1: **R3ACTOR**

Sector 1: **S3CVRTY**

Sector 2: **D4R\*WIN**

Sector 2: **TOXIC4V**

Sector 2: **PRISONR**

Sector 2: **DRVGL4B**

Sector 2: **B4TL5HP**

Sector 2: **SHI3LD\***

## SECRET OF MANA

### Reset

To reset the game without getting up to press the **RESET** button on the Super NES, hold **L, R** and **SELECT**, then press **START**.

## SHAQ FU

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Shaq, 2=Kaori, 3=Beast, 4=Sett, 5=Mephis, 6=Voodoo, 7=Rajah. Then, while still at the Options screen, quickly press **Up, Down, B, Left, Right, B**. The screen will flash purple to confirm the code. Now start the Story mode; the intermissions still show





Shaq, but when the game starts you'll get the fighter you chose.

## Secret Background

At the Options screen, quickly press **Up, Right, B, Down, Left, B**. The screen will flash yellow. Next, in the Duel mode, press **X+B** simultaneously at the character-select screen; the background should disappear. Now start the game to see the hidden background.

## Blood Code

At the Options screen, quickly press **Y, X, B, A, L, R**. The screen will flash red; now there's blood in the game.

## SHIEN'S REVENGE

### 30 Continues

At the title screen, press **SELECT** seven times on Controller 2.

### Special Game

To play special game which allows the second player to control the bosses, hold **L** and **R** on Controller 2 while you start a new game. The game will go as normal until you reach the first boss, enabling Player 2 to control the boss's moves.

### Seven Special Weapons

Press **START** seven times on Controller 2 when the title screen appears.

### Super Easy Mode

At the title screen, press the **L** button seven times on Controller 2.

### Super Hard Mode

At the title screen, press the **R** button seven times on Controller 2.

## SIMANT

### Drop Kitty

In the Full Game, select the Graph Icon and press **A**. Select the House option and press **A**. If the cat appears on the fence while you are on the House screen, point the cursor at it, then press **A** to watch the cat freak out and fall off the fence.

## SIMEARTH

### Scenario Select

At the main menu, highlight "Scenario", hold **L, R** and **Y**, then press **A** to go to a stage-select menu. Choose any of the eight scenarios and press **START** to begin.

## SKÜJJAGGER

### Secret Fantasy Zones

To get to the Secret Fantasy Zone at Chapter 2, Area 1, at the start of the game go towards the right and climb down the first ladder. Continue towards the right again and go down the green rope. Get yourself on the top of the red crate, press **Down**, then **R**.

To get to the Secret Fantasy Zone of Chapter 2, Area 2, walk to the right and go down the ladder at the start of the game. Go to the right and get yourself down the green rope. Go to the left of the purple crate and stand on top of it. Jump up three times, then press the **L** Button.

To reach the Secret Fantasy Zone of Chapter 2, Area 3, go to the right of Area 3 and get on top of the third chimney. Press **Down** and then press **R**.

To get to the secret ending of Chapter 2, do not touch the large blue emerald at the end of Area 2. Instead, go to the left and go down

the first ladder and then continue down the first green rope. Drop down the first hole located at the left. Stand in front of the first port-hole and press the **Y** button.

## SPIDER-MAN

### Level Select

After Spider-Man swings in and lands on the building on the title screen, press **Y, A, X, B, A, Right, Left**.

## STAR FOX

### Polygon-View Mode

At the "Continue?" screen you can play with the polygons in the game with the following controller functions:

#### CONTROLLER ONE:

**Left and Right**—Rotate object horizontally

**Up and Down**—Rotate object vertically

**L button**—Zoom in

**R button**—Zoom out

**X button**—Stop rotation

**A button**—Hold button down to "draw" with object; release button to clear screen

#### CONTROLLER TWO:

**Up, Down, Left, Right, SELECT, START, Y or B**—Change to a different object

#### Two Secret Stages

To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like the first one. A "laughing asteroid" will appear; shoot it to find the Black Hole, a bonus stage that's loaded with power-ups and warp rings.

To reach the hidden "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two gigantic asteroids, first on the left, then on the right. Shoot the asteroid on the right and it will explode. A giant bird will appear. If you can fly directly into the bird, you'll be transported to a weird nebula that will appear on the lower right side of the map. At the end, you'll face a huge slot machine boss; shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "7s" and the game ends...or does it?

## STAR TREK: STARFLEET ACADEMY

### Add New Ships in Training Simulator

To add new player and opponent ships to Combat Training and Two-Player Training, hold down **L, R, SELECT** and enter the code **A, Y, B, Y** at the "Training Simulator Main Menu," "Ship Selection Menu," or the "Two Player Ship Selection Menu." Once you've entered the code, it will stay there until the SNES is reset.

## Choose Playtester Names

At the "New Cadet Registration" screen, hold down **L, R, SELECT** and enter the code **X, Y, X, Y** to select the name of one of the game's playtesters.

## Choose Star Trek Series Names

After you have entered the **X, Y, X, Y** code at the "New Cadet Registration" screen, hold down **L, R, SELECT** again and punch in **A, B, A, B**. Now you can play as James T. Kirk or any of the rest of them.

## Special Ending

When playing the final Kobayashi Maru mission as James T. Kirk, you'll find a special ending. You can't enter a passcode to get there direct because the passcode does not register the special code names. You must play the entire game in one sitting or play the game with the default name "Darryl Hawkins," then type the codes **X, Y, X, Y** and **A, B, A, B** while in the "Password Entry" screen. Enter the passcode normally, then enter the code before pressing **SELECT**. Verify the name by selecting "Transcript" in the classroom. A bonus hint for this mission: Try hailing the Klingons instead of attacking.

## Passcodes

### Freshman Year

Mission 101: XXXRXXRYXRYL

Mission 102: XXXRAXALXRY

Mission 103: XXXRLYAXRYX

Mission 104: XXXRYAXXRYL

Mission 105: XXXRBAXLXRYA

### Sophomore Year

Mission 201: XXXRRYXRYYB

Mission 202: XXXLXXABXYA

Mission 203: XXXLAYAXYYA

Mission 204: XXXLLYAXXYX

Mission 205: XXXLYAXLYYA

### Junior Year

Mission 301: XXXLBXYRYLX

Mission 302: XXXLRXYRYLX

Mission 303: XXXBXXALYLB

Mission 304: XXXBAYAYLXA

Mission 305: XXXBLYAXLYX

### Senior Year

Mission 401: XXXBYXYRYBL

Mission 402: XXXBBXABYYBA

Mission 403: XXXBRYAYYB

Mission 404: XXXAXYYAYYBA

Mission 405: XXXAAYYYBYB

### Final Exam

Mission 000: XXXALAXRYBY

## STREET COMBAT

### 50 Extra Credits

At the Option screen, highlight the "Credit" option and press **SELECT** 10 times.

## STREET FIGHTER II

### Remove Energy Bars

Select "Option Mode" from the main menu and simply press **START** to return to the title screen, repeating this process 27 times. You'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

## STREET FIGHTER II TURBO

**Disable Special Moves—Player One**  
Press **Down, R, Up, L, Y, B** while the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled in the one-player mode.

## Extra Turbo Speed

Press **Down, R, Up, L, Y, B** on Controller 2 at the beginning of the game while the word "TURBO" is flying across the screen in huge letters. Now you have six additional hyperspeed settings in the game's "Turbo" mode.

## Disable Special Moves—Two Players

Enter a "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press **Down, R, Up, L, Y, B** on Controller 2. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.

## STREET RACER

### Modify Character Abilities

Start a new game and choose any game mode. At the Driver Select screen, press **X, Y, X, Y, X, Y**, then hold the **X** Button. Continue holding **X** and use the D-pad to change your driver's abilities.

## SUPER BOMBERMAN

### Tiny Bomberman Mode

Enter "5656" at the password screen, then press **A**. You'll be sent back to the title screen. Now start the game and you'll find that all of the Bombermen have been reduced to microscopic size.

## SUPER BOMBERMAN 2

### Full-Power Stage Passwords

Stage 1: 1111

Stage 2: 5462

Stage 3: 6763

Stage 4: 8784

Stage 5: 6925

### Change Character Colors

At the player-select screen in a multi-player game, you can press the **SELECT** button to change your character to one of several different colors.

### Sudden Death Mode

Enter the password "5656" and start a multi-player game. When time starts to run out and the screen starts closing in, it won't stop—it will continue to shrink the playing area all the way to the center.

### Activate Jump Feature

With a multi-player adapter connected to your SNES, plug a controller into the Player 5 slot and press **START**. Now all of the players can jump during a Battle Mode game.

## SUPER CONFLICT

### Mission Select

At the scenario map (with the jeep,) hold **L** and **B**, then **X** and **Y**. While holding, release the **X**, then hold it again. Release all buttons, then move the jeep up to the unlabeled area. Press **L** and **B** to light the new area.

## SUPER GHOULS 'N GHOSTS

### Stage Select and Sound Test Screen

From the option screen, move the cursor to "Exit", hold **L** and **START** on Controller 2 and press **START** on Controller 1.

## SUPER MARIO KART

### Character Shrink

To handicap your character in the GP and Match Race modes, press **Y**





and **A** at the character select screen; your character will shrink. A "shrunk" character will be flattened if he or she comes into contact with any other driver.

#### Replay Rotation

If you complete a race in the one-player time trials *without touching any obstacles or barriers*, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by using the **L** and **R** buttons.

#### 2nd Player 1P Mode

Hold the **L** and **R** buttons while pressing **START** on the second controller to can play in the GP mode or Time Trials with your character on the bottom half of the screen.

#### Ghost Racer Save

When you have a ghost that you'd like to save, hold **L**, **R** and **Y** at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press **X**. The name of the course on which the ghost has been saved will appear in yellow on the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold **L** or **R** while pressing **B** when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes." *Hidden Courses for Time Trial/2P Match Race*

At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press **L**, **R**, **L**, **R**, **L**, **R**. Then press **A**, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode.

#### Extra Credits

To earn extra credits, finish three races in the exact same position.

#### Shortcuts

In Ghost Valley 1, head straight for the wall when you see the platform across the gap. If you have a feather, press **A** to use it just before you hit the wall and you will make the jump.

In Vanilla Lake 2, cross the finish line, line up next to it and drive straight for the water. Just before going into the drink, press **L** or **R** to get a good jump. Drive as far out into the water as you can, then turn left before the Fishing Lakitu gets you. Earn an extra lap when you cross the Finish Line while the Lakitu has you.

#### SUPER MARIO WORLD

##### Freeze and Collect

Enter a course that you have already completed and go up to a Berry above Yoshi's mouth. Release the item by pressing **SELECT** and have Yoshi jump and eat the Berry and the item at the same time. The action will freeze except for the Coin and 1-Up totals. Every 100 coins will earn you another 1-Up. Collect the maximum of 99 1-Ups, then press **START** and **SELECT** to exit.

##### Extra Invincibility

To earn eight 1-Ups in Donut Secret 2, climb the vine that is near the beginning of the course and release a Starman at the top. Drop down to

the floor and collect the Starman before it falls into a hole. With the invincibility of the Starman, run to the block at the end of the course. If you're still invincible when you hit the block, you'll release another Starman. Collect it for extra invincibility.

#### SUPER NOVA

##### Boss Mode

When the Taito logo appears, quickly press **Down**, **X**, **Up**, **B**, **L**, **R**, **Left**, **A** on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

#### SUPER PUNCH-OUT!!

##### Sound Test

When the Nintendo logo appears at the start of the game, hold the **L** and **R** buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Controller 1.

#### SUPER PUTTY

##### Stage Skip

Press **START** to pause the game, then press **R**, **A**, **L**, **L**, **Y**. Now you can skip to the end of any stage at any time by pressing the **SELECT** button.

#### SUPER R-TYPE

##### Stage Select

First, select your playing level; then, when the title screen with the option selection on it appears, press and hold **R** (on top of the controller) and **A** at the same time. Now press **Up** nine times. Press **START** to begin play, then press it again to pause. Once you've paused the game, press **R** + **A** + **SELECT**. Change the stage level and level of difficulty with the number located at the lower left corner. Numbers 01-07 indicate the stages while 11-17 indicate the level of difficulty.

##### Power-Up Code

At the title screen, press **Down**, **R**, **Right**, **Down**, **Right**, **Right**, **Down**, **Right**, **Down**, **Down**. Start the game, press **START** to pause and press **R**, **Right**, **Down**, **Y**, **Down**, **Right**, **Down**, **Left**, **Right**, **Down**, **Right**, **Right**. Select Power-Ups by pressing **A** for Sky Attack Laser, **B** for Ground Attack Laser, **X** for Reflect Laser, **Y** for Spread Laser or **R** for Shot Gun Bomb. Next press either **A** for Homing Missile or **X** for Spread Bomb.

#### SUPER SLAP SHOT

##### Change Team Skills

Enter the password "BR. C.D. BR." and press **START**. Next, choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, press **Up** or **Down** to highlight any skill of either team, then press **Left** or **Right** to change that skill rating.

##### Inverted Players

Enter the password "SCH. R" and press **START**—the screen will say "BAD PASSWORD." Next, highlight "CANCEL" and press **START**. Start the game, and the players will be skating upside-down.

#### SUPER SMASH T.V.

##### Sound Test

On the one/two player select screen, press **Left**, **Right**, **Left**, **Left**, **Right**, to call up the sound test screen. Press the **START** button to exit.

##### Up to Seven Lives and Seven Continues

On the one/two player select screen, press **Down**, **Left**, **Right**, **Up**. You'll enter a screen where you can set the amount of lives and continues you have at the beginning of the game. You can have from three to seven lives, and from four to seven continues.

##### Secret Rooms

There are three secret rooms, one in each of the three arenas. The secret rooms aren't shown on the map, and the exit lights won't point to them.

Arena 1: Clear the room "Total Carnage" (in the lower right corner of the map). Run through the door on the right.

Arena 2: Clear the room "Buffalo Herd Nearby!" (in the lower right corner). Run through the door on the right.

Arena 3: Clear the room "Secret Rooms Nearby!" (in the lower right corner). Run through the door on the right.

##### Pleasure Dome

You have to collect 10 keys to enter the Pleasure Dome. When you clear the room "Have Enough Keys!" (near the end of the game), run through the door at the bottom of the screen.

#### SUPER STAR WARS

##### Debug Menu

Move the cursor to "OPTION MENU" at the title screen and press **A**, **A**, **A**, **A**, **X**, **B**, **B**, **B**, **Y**, **X**, **X**, **X**, **A**, **Y**, **Y**, **Y**, **B**—listen for the Jawa to confirm the code. Choose your starting character and begin the game; then, during the action, press **L** and **R** on controller two to call up the "Game Debug Menu."

##### Invincibility/Map Mode

With the "Game Debug Menu" on the screen, hold **A**, **B**, **X**, **Y**, **SELECT** and **START** on Controller 2 and press **START** on Controller 1. Release all the buttons, and you'll start the game with your character's **X** and **Y** coordinates displayed on the screen at all times. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing **Down** and **B** simultaneously).

#### SUPER STAR WARS: THE EMPIRE STRIKES BACK

##### Change Intro

When the Menu Screen first appears, press **Y** four times. If you hear Darth Vader say, "Impressive" press **START**. Wait for the *Star Wars* logo to fade, then use the D-pad and **L** and **R** buttons to rotate or scroll the introduction. You can also move the Star Destroyer around the screen.

##### Sound Test

When you're on any of the side-scrolling stages, press and hold, in order, **A**, **B**, **X**, and **Y**.

#### SUPER STAR WARS: RETURN OF THE JEDI

##### Extra Continues

At the title screen, quickly press **A**, **B**, **A**, **Y**, **A** and **X** to get four extra continues.

##### Warp to Ending

Quickly press **A**, **B**, **A**, **B**, **A**, **B**, **A**, **B** at the title screen to see the ending.

##### "Easy" Level Passwords

Tattoine: RLQGMN  
Jabba's Hall: ZJLMRJ  
Jabba's Palace: LZLKJF  
Rancor Pit: VTYMZX  
Sail Barge: QZNFPP  
Inside Barge: VKCDFD  
Speeder Bike: ZCTKFC  
Ewok Village 1: QXYXHB  
Ewok Village 2: LFWLTQ  
Endor: QDQGHK  
Millennium Falcon: CPMRZY  
Power Generator: CDWLTY  
Inside Death Star: BPFFZQ  
Millennium Falcon: RMNVLC  
Tower: RVKFKG  
Tower Entrance (Vader): VQXDQJ  
Emperor's Chamber: HLQMVV  
Millennium Falcon 1: VQJGVF  
Millennium Falcon 2: ZZSTXZ  
"Brave" Level Passwords  
Tattoine: BGFSMH  
Jabba's Hall: JVPLHP  
Jabba's Palace: VDLBGG  
Rancor Pit: MKYXVN  
Sail Barge: LBRHFR  
Inside Barge: GPTDZC  
Speeder Bike: DDDQYZ  
Ewok Village 1: TLVHFT  
Ewok Village 2: NVBJJH  
Endor: GRMJYX  
Millennium Falcon: ZKQHQD  
Power Generator: WCBMKS  
Inside Death Star: KXVZZD  
Millennium Falcon: BWGPHZ  
Tower: MKZYDP  
Tower Entrance (Vader): KHWKCB  
Emperor's Chamber: WDSMNN  
Millennium Falcon 1: QWYXGN  
Millennium Falcon 2: BGSWLD  
"Jedi" Level Passwords  
Tattoine: RRSBTS  
Jabba's Hall: YQYHJN  
Jabba's Palace: ZPNKKZ  
Rancor Pit: BZGBJX  
Sail Barge: MSDZZR  
Inside Barge: XXVPBG  
Speeder Bike: CQQBKP  
Ewok Village 1: XNHPSF  
Ewok Village 2: KQMLXP  
Endor: MFWHQM  
Millennium Falcon: VCYNPN  
Power Generator: BPSDVS  
Inside Death Star: DSYFGD  
Millennium Falcon: NJHPHL  
Tower: BZCBCB  
Tower Entrance (Vader): VGKSNJ  
Emperor's Chamber: PPNNZY  
Millennium Falcon 1: CJQKMX  
Millennium Falcon 2: TXQLTM

#### SUPER STRIKE EAGLE

##### Bonus Secret Mission

Enter the access code **G6CH4228** to find an extremely difficult hidden mission in *Super Strike Eagle*. You'll begin with a score of over 2,000,000 points, which gives you access to all of the AAMs and AGMs in the game.

#### SUPER TENNIS

##### Don J Password

K8XD3HR—FTLWJPCC  
2GNYBQ1—4065C6P  
DJSTK8X—D3HFTL  
WJPPDLW—1RK









## AIR COMBAT

### Secret Loading Screen

Hold the **R1** and **○** buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too late—but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around.

### Hidden Game

When the secret CD loading menu appears as described above, quickly press **Up**, **Left**, **Down**, **Right**. A tiny picture of a Fygar—the dragon character from Namco's classic *Dig Dug* arcade game—will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons—the "loading" menu will be replaced by a strange hidden game in which you must steer the *Air Combat* bird symbol around the screen and destroy as many of the passing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Use the **L2** and **R2** (or **Left** and **○**) buttons to spin the symbol clockwise and counter-clockwise; if you don't press any buttons, you'll crash into the walls and die. Tap the **R1** button to toggle between three different control configurations. Get a score of 4.60 or higher and you'll get something...but we're not sure what.

### 999,999,000 Credits

At the special CD loading menu, quickly press **Down**, **○**, **△**, **△**, **○**, **△**, **○**, **△**, then press **○+△** simultaneously twice and hold both buttons down after the second press. You'll see a Pooka character from *Dig Dug* appear in the corner of the screen. Now start the game and visit the fighter select screen. You'll see that you have instantly earned an incredible 999,999,900 credits which you can use to buy any ship or wingman available.

**Different-Colored Ships (1P Mode)** At the CD loading menu, press **Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right**, **R1**—continue to hold the **R1** button until you see a spaceship appear in the corner of the screen. Now start the game, and notice that when choosing your plane, all of the standard ships have been painted different colors.

**Different-Colored Ships (2P Mode)** At the CD loading menu, quickly press **Left**, **Right**, **Left**, **Right**, **Down**, **Up**, **Down**, **Up**, **○**, **○**, **△**, **△**, **△**—continue to hold the **△** button until you see an insect appear in the corner of the screen. Now start the game in two-player mode, and notice that each of the

fighters has an alternate-color version available, effectively doubling the number of vehicles to choose from.

### Extra Wingmen

At the CD loading menu, hold the **R1** button and press **START** 10 times (continue to hold **START** after the tenth press.) This code is tougher to do than the others, but when you get it to work, you'll find more variety in your available wingmen.

## BATTLE ARENA TOSHINDEN

### Boss Codes

To play as Gaia:

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press **↓↙←□** before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen; the code won't work if you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight Eiji, hold **Up** on the D-pad and press any action button.

To play as Sho:

First enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press **→↘↗←□** on Controller 2; you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold **Down** on the D-pad and press any action button.

To choose the alternate-color version of Gaia or Sho, press **SELECT** before you hold the appropriate direction on the D-pad as described while choosing each character.

### Easy Desperation Moves

Each character in *Toshinden* has a "desperation" attack that can only be performed while your own energy bar is flashing red. If you beat the one-player game, the screen will display instructions that show how to do your character's desperation move. Instead of memorizing all of the different moves for each fighter, here's an easier way: First, visit the option menu and configure your controller so that the **L** and **R** buttons are set up to trigger "Special 1", "Special 2", "Special 3" and "Special 4"—setting A4 is a good example. (Don't worry about losing the ability to rotate with the **L** and **R** buttons; did you know that if you quickly press **Down** twice, you'll rotate out of harm's way?

You can't choose which direction you'll go in, but the cool thing about this method is that you'll always rotate toward the center of the arena.) Anyway, once your controller is set up as described, you can trigger any character's desperation attack simply by pressing all four **L** and **R** buttons at exactly the same time whenever your energy bar is flashing red. Note that you can only choose the "special" control settings when the game's difficulty is set at "Easy" or "Very Easy"...unless you use the secret code listed on this page to remove this restriction.

### Easy Super Moves

In addition to the desperation moves, each fighter in *Toshinden* also has up to three "Super" moves which are very difficult to execute, but can be used at any time during a match. Here's a list of the "Super" attacks, all shown as if your character is facing the right:

Eiji: **↑↓↑↓→↘↗←+△+○**  
 Kayin: **→↘↗↙←↖→+○+×**  
 Sofia (1): **→↘↗↙←↖→↓+△+×**  
 Sofia (2): **↘↗↙↖↙↗↙↖+△+○**  
 Rungo: **↗↙↖↙↗↙↖+△+○**  
 Fo (1): **→↗↙↖←+□+○**  
 Fo (2): **→↘↗↙↖↙↗↓+△+×**  
 Fo (3): **↘↗↙↖↙↗↙↖+△+○**  
 Mondo: **→↗↙↖↙↗↙↖+△+○**  
 Duke: **↘↗↙↖↙↗↙↖+□+○**  
 Ellis (1): **→↗↙↖←+□+○**  
 Ellis (2): **↘↗↙↖↙↗↙↖+△+○**  
 Gaia: **↘↗↙↖↙↗↙↖+△+○**  
 Sho: **↓↙↗↙↖↙↗↙↖+△+×**

The "Super" moves can be more trouble than they're worth, since they're so difficult to pull off. To make things easier, try this: First, enter both "boss" codes to access Gaia and Sho as described above. With those codes in place, wait for the demo to begin again, then return to the title screen once more and press **↙+×** on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white. With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now, at any time during the game, you can trigger one of your character's "Super" attacks simply by holding the **SELECT** button and pressing all four **L** and **R** buttons at exactly the same time.

### Easy Special Attacks at Any Difficulty Setting

Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as before. While the words are zooming into the screen, press **→↘↗←□** on Controller 2; you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Control

Types—A3, A4, etc.—at any difficulty setting, not just "Very Easy" and "Easy".

### Camera Controls

Go to the Options menu and choose any control type that has all four of the top buttons set to "NOT USE." Move down to the Camera Action setting; you'll find a new camera angle option called "Your Self." Choose it, and you'll gain access to eight new Control Type settings labeled A5 through H5, with "Camera X" and "Camera Y" functions assigned to the **L** and **R** buttons on top of the controller. Choose one of the new Control Type settings and start the game. The top buttons function as follows:

**L1:** Rotate counter-clockwise

**L2:** Tilt backward

**R1:** Rotate clockwise

**R2:** Tilt forward

To access additional camera controls, press the **START** button to pause the game. While the "Pause" menu is on the screen, hold all four action buttons (**×+□+△+○**) and press the **SELECT** button once to make the pause menu disappear; press it again to remove the energy bars. (Note: You can use this trick at any time, even if you're not messing with the camera angles. To restore the "Pause" menu and energy bars, just pause the game, hold the four action buttons and press **SELECT** one more time.)

While the game is still paused with the Pause menu and energy bars removed, the controller has six new secret functions:

**L1:** Pan left

**R1:** Pan right

**D-pad Up:** Pan up

**D-pad Down:** Pan down

**L2:** Zoom in

**R2:** Zoom out

Pressing the **SELECT** button repeatedly on Controller 2 allows you to step through the character animation one "frame" at a time; holding it down will allow you to play the game in super slow-motion. Press **SELECT** on Controller 1 to toggle between the rotate/tilt camera controls and the pan/zoom controls.

## DESTRUCTION DERBY

### Hidden Track

Choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "REFLECT!". Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Race Practice".) Now choose a track; you'll find a new course called "Ruined Monastery".

### Opponent Select

As above, choose the "Championship" option in any of the com-





petitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "NPLAYERS". Next, return to the main menu and choose any single-track mode except those under "Destruction Derby". Now choose a course; after you make your selection, you'll get a secret menu prompt that lets you change the number of cars in the race. Set the number at "1" and you'll be the only car on the track.

#### Invincibility

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "IDAMAGE!". Next, return to the main menu and choose any game mode. Notice that your car will no longer take any damage; you're completely invincible.

#### DOOM

##### Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On:  $\Delta$ ,  $\Delta$ , L2, R2, L2, R2, R1,  $\square$

Map All Things On:  $\Delta$ ,  $\Delta$ , L2, R2, L2, R2, R1,  $\circ$

Lots of Goodies!:  $\times$ ,  $\Delta$ , L1, Up, Down, R2, Left, Left

All Powerful Mode On (Invincibility): Down, L2,  $\square$ , R1, Right, L1, Left,  $\circ$

X-Ray Vision: L1, R2, L2, R1, Right,  $\Delta$ ,  $\times$ , Right

Level Warp: Right, Left, R2, R1,  $\Delta$ , L1,  $\circ$ ,  $\times$  (press Left or Right to change the stage number.)

##### Secret Level Passwords

Level 55: Fortress of Mystery—JCGDNFL888

Level 56: Military Base—3P67ZN-BQJG

Level 57: The Marshes—JCGDNFL555

Level 58: The Mansion—BXXBXXB778

Level 59: Club Doom—JCGDNFL556

#### LOADED

##### Secret Cheats

At any time during the game, press the **START** button to pause. When the pause menu appears, hold the L1 and L2 buttons for approximately 10 seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold L1 and L2 a little bit longer. After the cursor is locked up, continue to hold the L1 and L2 buttons and enter the following codes: **Down, Right,  $\circ$ , Left, Right,  $\circ$**  gives you a new option called "Ammo" and **Right, Right, Left, Down, Down, Up,  $\Delta$ ,  $\circ$**  gives you a "Health" option. Use these new options to refill your

ammunition or energy meter at any time during the game.

#### MORTAL KOMBAT 3

##### Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing R1 once,  $\Delta$  six times,  $\times$  six times and  $\circ$  nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

##### Secret Cheat Mode

During the opening demo, quickly press  $\times$ ,  $\circ$ ,  $\Delta$ , R1, R1, R2, R1, R1. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press  $\times$ , L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

#### NBA JAM T.E.

##### Extended Roster

Each of the NBA teams in *Jam T.E.* has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the **SELECT** button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER"; now you'll see extra players as you toggle through the line-ups with the **SELECT** button. Note that if you choose the extended roster for one team, then decide to pick a different team, the extended roster will not be available for the second team. This trick also works at the "Substitution" screen.

#### Power-Up Codes

Just like all of the other versions of *NBA JAM*, the PlayStation *Tournament Edition* offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.

Display Shot Percentage:  $\uparrow \uparrow \downarrow \downarrow \Delta$

Powerup Dunks:  $\leftarrow \rightarrow \times \circ \circ \times$

Powerup Defense:  $\rightarrow \uparrow \downarrow \rightarrow \downarrow \uparrow$

Powerup 3-Pointers:  $\uparrow \downarrow \leftarrow \rightarrow \leftarrow \rightarrow \uparrow$

Powerup Fire:  $\downarrow \rightarrow \rightarrow \circ \Delta \leftarrow$

Quick Hands:  $\leftarrow \leftarrow \leftarrow \leftarrow \circ \rightarrow$

Max Power:  $\rightarrow \rightarrow \leftarrow \rightarrow \times \times \rightarrow$

High Shots:  $\uparrow \downarrow \uparrow \downarrow \rightarrow \uparrow \circ \circ \circ \circ \downarrow$

Push one opponent and both fall:  $\uparrow \uparrow \uparrow \leftarrow \leftarrow \leftarrow \leftarrow \circ \circ$

Push one opponent and only his teammate falls:  $\uparrow \uparrow \uparrow \uparrow \leftarrow \leftarrow \leftarrow \leftarrow \leftarrow \circ \Delta$

Baby Mode:  $\circ \square \circ \square \circ \square$

Huge Mode:  $\Delta \times \Delta \times \Delta \times \Delta \times \Delta \times \Delta \times \Delta \times$

Big Head:  $\Delta \square \times \circ \Delta \square \times \circ$

Mammoth Head:  $\circ \times \square \Delta \circ \times \square \Delta \circ \times \square \Delta \circ \times \square \Delta$

#### NFL GAMEDAY

##### Cheat Passwords

To enter any of the following passwords, choose "Options" at the main menu, then press the **SELECT** button to access the memory card screen. Press **SELECT** again to enter a password. (Note that all of the following codes use capital letters.) After all of the letters are in, press **SELECT**; if you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background.

OFFENSE—Gives you a high-powered offense

DEFENSE—Gives you a high-powered defense

JUICE—Gives you a more powerful "speed burst" from the X button when running

STICKUM—Just like Freddy Bilet-nikoff, you'll be able to catch passes easier...and hang on to them when you get hit

BIG. BOYS—Makes the linemen look bigger

CANNON.ARM—Lets your quarterback throw farther

STEROIDS—Players fly farther when hit

CRUNCH.TIME—Injuries happen more frequently

PICK.CITY—Interceptions are easier

SKELETON—Lets you play with two secret skeleton teams

In addition to these cheats, we

know of five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:

MAYHEM  
URNOTREDE  
EEGGCODE13  
EEGGCODE14  
EEGGCODE15

#### RAYMAN

##### Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press **Up, Down, Right, Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

##### Picture-in-Picture

Here's a weird code that Ubi Soft put into *Rayman* just to show off what the PlayStation is capable of. During the game, press **START** to pause, then hold the R2 button down and press  $\circ$ ,  $\circ$ , Left,  $\circ$ ,  $\circ$ . A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

##### Full Power-Up + 99 Lives

Press the **START** button to pause the game, then hold the R1, R2 and L2 buttons down and press  $\circ$ , Right,  $\square$ , Left,  $\circ$ .

#### RIDGE RACER

##### Title Screen Tricks

If you hold the L1 and R1 buttons at the title screen, you can manipulate the flag as follows:

D-pad Up: Tilt back

D-pad Down: Tilt forward

D-pad Left: Rotate clockwise

D-pad Right: Rotate counter-clockwise

$\square$ : Spin left

$\circ$ : Spin right

$\times$ : Zoom in

$\Delta$ : Zoom out

**START**: Make the flag transparent

##### Rotate Cars

At the Car Select screen, use the L1 and R1 buttons to change the speed and direction in which the car is rotating.

##### Extra Cars

If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

##### Reverse Tracks

When you have completed the whole game—time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

##### Mirror Mode

When you start a race, drive forward a bit, then spin around and





head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".

#### Galaxian 13

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

#### STREET FIGHTER: THE MOVIE

##### Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up, R1, Down, L2, Right, L1, Left, R2** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

#### TEKKEN

##### Galaga Secrets

To continue playing the *Galaga* loading game as many times as you wish, just press the **SELECT** button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the **△** button gives you rapid-fire.

##### Double Ships

There are two ways to get twin ships in the mini-*Galaga* game. Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold **Up, L1, △** and **X** on Controller 2 until the *Galaga* game starts. Now you can use the twin ships on the first wave.

##### Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the *Galaga* game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the **START** button to choose his evil alter-ego.

#### Play as the Boss

You've probably noticed the extra characters that you can earn in *Tekken* by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

##### Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

Kazuya: Hold **↑** on the D-pad

Paul: Hold **↗** on the D-pad

Law: Hold **→** on the D-pad

Jack: Hold **↘** on the D-pad

Nina: Hold **↓** on the D-pad

King: Hold **↙** on the D-pad

Yoshimitsu: Hold **←** on the D-pad

Michelle: Hold **↖** on the D-pad

Heihachi: Hold **L1+L2+R1+R2**

Lee: Hold **L1+L2+R1+R2+↑** on the D-pad

Kuma: Hold **L1+L2+R1+R2+↗** on the D-pad

Wang: Hold **L1+L2+R1+R2+→** on the D-pad

P. Jack: Hold **L1+L2+R1+R2+↘** on the D-pad

Anna: Hold **L1+L2+R1+R2+↓** on the D-pad

Armor King: Hold **L1+L2+R1+R2+↙** on the D-pad

Ganryu: Hold **L1+L2+R1+R2+←** on the D-pad

Kunimitsu: Hold **L1+L2+R1+R2+↖** on the D-pad

This also works on Controller 2.

For example, if both players hold all four L and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

**Mystery Fruits**

At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit". Now start a game in Arcade Mode, but join in with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 25th battle, a "Special Flag" symbol appears. This icon has some sort of significance, since it appears in several classic Namco arcade games...but we don't know what it's doing in *Tekken*. Can you unlock the mystery of Battle 25 and its Special Flag? You'll also see some characters from *Pac-Man* including the dot-eater himself.

#### TOTAL ECLIPSE TURBO

##### Full Power-Up

During any stage, press the **START** button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly: **△, □, ○, △, □, L1, L1+R1, SELECT, SELECT**. (Note: The plus sign means that the L1 and R1 buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press **△, □, L1, L1, L1, □, △** very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues.

##### Stage Select

At the main menu, highlight the "PASSWORD" option and enter the following code: Hold **SELECT**, press **△, L1, □**, release **SELECT**, press **△, L1, □, △, L1, □**. You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing **Left** or **Right** on the D-pad and you're ready to warp.

#### TWISTED METAL

##### Cheat Passwords

Select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press **Right** on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.

**○ △ □ ○ ○**—Warehouse District Warfare

**X □ □ ○ △**—Freeway Free For All

**X □ □ ○ □**—River Park Rumble

**X □ △ △ △**—Assault on Cyburbia

**↓ △ X ○ X**—Rooftop Combat—The Final Battle

**△ X ○ □ △**—Battle with Minion

**□ △ ○ □ □**—Secret Level: The Fight of Your Life

**△ □ ○ ○ ○**—Infinite Weapons

**○ △ X \_ ○**—Invincibility

**○ ○ △ X \_**—Helicopter Camera Angle

**WARHAWK**

##### Special Access Codes

Choose "Special Access" from the main menu and enter the passwords shown below for different effects or level warps.

#### CHEAT CODES

**□ □ \_ ○ □ X □ □**—Preview the Epilogues

**□ \_ ○ □ △ X □ □**—Check the Special Upgrades

**△ X \_ ○ □ X □ □**—Preview the Movies

**X ○ □ X △ ○ △**—Kali Mode (Powered-Up Weapons)

**□ ○ □ △ X △ △**—Thor Mode (9999 Flash Bombs)

**△ △ ○ □ △ X X**—Infinite Weapons

**○ ○ ○ \_ X △ X X**—Warhawk A-La-Mode (Infinite Weapons + Invincibility)

#### STAGE CODES

**△ X △ X X □ □**—Desert Level

**△ △ ○ □ △ X X**—Pyramid Has Risen

**△ X △ ○ X □ □**—Desert is All But Done

**○ △ △ X ○ ○ □ □**—Canyon Level

**○ □ ○ □ X ○ □ □**—In the Canyon with Amber

**○ △ X □ ○ ○ △ △**—In the Canyon with Belle

**○ □ △ □ △ △ □ □**—In the Canyon with Crystal

**○ ○ ○ □ △ △ □ □**—Approaching Uma

**X X □ □ □ □ □ □**—Airship Level

**X ○ △ △ ○ ○ X X**—Post-Transformation Airship

**X □ □ ○ X △ □ □**—Airship Rear Hanger is Open

**□ △ X X X △ ○ □**—Volcano Level

**□ □ X ○ △ ○ □ □**—Volcano Boss is Active

**△ ○ ○ △ X □ □ □**—Gauntlet Level

**△ ○ X △ X □ □ □**—East Gauntlet Boss

**△ ○ □ ○ △ ○ X X**—West Gauntlet Boss

**△ ○ ○ △ X □ □ □**—In with the Gatekeeper

**△ X □ □ ○ X ○ ○**—Stormland

**△ X X □ ○ □ X X**—Above 1st Force Field

**△ X △ △ X ○ □ □**—Above 2nd Force Field

**△ X □ □ X △ □ □**—Above 3rd Force Field

**△ X □ □ ○ □ X X**—Kreel's Door is Open

**△ X □ □ □ X X**—Face-to-Face with Kreel

**WIPEOUT**

##### Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R1, L1, Right, START, □** and **○** and press **X**. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.

##### Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R2, L2, Left, START** and **SELECT** and press **X**. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.





# SUPER NES

10 Yard Fight  
1942  
1943  
720  
8 Eyes  
Abaddon

# NINTENDO

Teemo NBA Bsktbl  
Tennis  
Tennis  
Tennis  
Tennis

Air Diver	13	Jurassic Park Rmpge	25	Sonic Hdgthg	7
Aladdin	25	Justice League	29	Sonic Hdgthg 2	8
Alien 3	29	King/Monsters	19	Sonic Hdgthg 3	29
Altered Beast	6	Kings Bounty	19	Sonic Spinball	15
Arch Rivals	39	Krusty's FH	17	Spiderman	15
Astera & Rescue	12	Lakers Celtics	7	Spiderman/X-Men	19
Attack Sub	28	Land Stalker	19	Spatterhouse 3	19
Batman	17	Lethal Enforc	19	Sports Tik Babi	9
Batman & Robin	39	LHX Attk Chpr	11	Star Trek Nxt Gen	28
Batman Forever	39	Lon & Magic	29	Star Wars	29
Batman Returns	18	Little Mermaid	29	Street Ftr 2 SCE	13
Battlids/Dbl Dragn	28	Marble Madness	29	Streets Rage	12
Beauty Beast-Roar	25	Maximum Carnage	25	Streets Rage 2	18
Beavis & Butthead	25	Mega Turrican	35	Streets Rage 3	35
Big Hunt Babi	48	Micris	12	Subterranea	9
Bill Walsh Fbl	12	Micli Jkan Mwk	12	Super Bashi 2020	12
Bill Walsh Fbl 95	39	Mickey & Donald	28	Super Hang On	13
Boogerman	38	Mickey Mania	35	Super High Impact	9
Boxing Legends	18	Mickey M's Catl	19	Super Monaco GP	12
Bubsy	29	Met Ball & Magic	28	Super Off Road	28
Buck Rogers	12	MLBPA Babi	17	Super Smash TV	11
Bulls vs Blazers	8	Monopoly	49	Super Str Ftr 2	28
Bulls vs Lakers	7	Mortal Kombat	15	Super Thrdr Bld	11
Buster Duggs Bxg	19	Mortal Kombat 2	29	Super Sodan	8
Cal Ripken Babi	19	Mortal Kombat 3	25	Super Terminator	15
Capt America	15	Ms Pac-Man	29	Talespin	19
Caslinvia Blood	19	Mutant Lg Fbl	19	Tazmania	11
Climber	16	NBA Action	15	Tecmo Super Bowl	17
Coach K Bsktbl	35	NBA Action 95	25	Tecmo Super NBA	13
College Football	19	NBA Action 96	25	Tecmo Super Bowl 2	19
College Football 2	39	NBA Jam	17	Terminator	15
College Fbl USA 96	48	NBA Jam-Turni	29	Terminator 2-Arcd	13
Columns	29	NBA Live 95	28	Terminator 2-Jdgrt	11
Conix Zone	39	NBA Live 96	28	Tiny Toons	19
Contra	29	NBA Live 97	28	Tiny Toons 2	19
Contra Hard Corps	29	NBA Live 98	28	TMNT Hyperstone	19
Cool Spot	22	NFL 95	18	TMNT Tmnt Ftrs	17
Cyborg Jint	22	NFL QB Club	25	Tony La Russa	18
Desert Strike	25	NHL Hockey	9	Tony La Russa 95	18
Double Dragon	16	NHL Hockey 94	13	Tony La Russa 96	18
Double Dragon 2	19	NHL Hockey 95	25	Tony La Russa 97	18
Dr Robotnik's	22	NHLPA 93	9	Tony La Russa 98	18
Dynastie Duke	11	Out Of This World	15	Tony La Russa 99	18
Earthworm Jim	39	Paperboy	29	Tony La Russa 2000	18
Earthworm Jim 2	39	Paperboy 2	29	Tony La Russa 2001	18
Eco The Dolphin	19	Pebble Beach Golf	35	Tony La Russa 2002	18
Eco The Dolphin 2	25	PGA Euro Tour	35	Tony La Russa 2003	18
ESPN Baseball	19	PGA Tour Golf	35	Tony La Russa 2004	18
Eternal Chmps	15	PGA Tour Golf 2	35	Tony La Russa 2005	18
Exile	16	PGA Tour Golf 3	35	Tony La Russa 2006	18
F 117 Night Storm	25	PGA Tour Golf 96	35	Tony La Russa 2007	18
F 22 Interceptor	18	Phantom 2040	39	Tony La Russa 2008	18
Faery Tales	15	Pitcher	13	Tony La Russa 2009	18
Fantasia	16	Populous	15	Tony La Russa 2010	18
Fatal Fury	17	Power Monger	15	Tony La Russa 2011	18
FIFA Soccer	16	Power Rangers	39	Tony La Russa 2012	18
FIFA Soccer 96	49	Power Rangers-Mov	48	Tony La Russa 2013	18
Flashback	39	Prima Time NFL	49	Tony La Russa 2014	18
Foreman For Real	32	Pro Am Racing	22	Tony La Russa 2015	18
Forgotten Worlds	19	Quakechot	11	Tony La Russa 2016	18
General Chaos	19	Range X	11	Tony La Russa 2017	18
Golden Axe	12	RBI Bashi 3	12	Tony La Russa 2018	18
Golden Axe 2	17	RBI Bashi 4	12	Tony La Russa 2019	18
Golf	11	RBI Bashi 5	12	Tony La Russa 2020	18
Greatest Hywys	25	RBI Bashi 6	12	Tony La Russa 2021	18
Hard Drive	15	RBI Bashi 7	12	Tony La Russa 2022	18
Hardball 3	9	Revenge Shnobl	9	Tony La Russa 2023	18
Hardball 4	16	Road Rash	28	Tony La Russa 2024	18
Home Alone	19	Road Rash 2	39	Tony La Russa 2025	18
Immortal	19	Road Rash 3	39	Tony La Russa 2026	18
Incredible Hulk	22	Robocop vs Tarm	22	Tony La Russa 2027	18
Jammit	15	Rolling Thunder	11	Tony La Russa 2028	18
Joe Montana	7	Shadow Beast	9	Tony La Russa 2029	18
Joe Montana 2	7	Shadow Beast 2	16	Tony La Russa 2030	18
Joe Montana 3	7	Shadow Dancer	9	Tony La Russa 2031	18
Joe Montana 94	12	Shadow Dancer 2	9	Tony La Russa 2032	18
John Madden	5	Shaq Fu	12	Tony La Russa 2033	18
John Madden 92	8	Shining Drkns	16	Tony La Russa 2034	18
John Madden 93	8	Shining Force	35	Tony La Russa 2035	18
John Madden 94	8	Shinobi 3	17	Tony La Russa 2036	18
John Madden 95	22	Simpsons-Virt Btl	35	Tony La Russa 2037	18
John Madden 96	55	Simpsons-Nimr	28	Tony La Russa 2038	18
Judge Dredd	28	Simpsons-B vs SM	17	Tony La Russa 2039	18
Jungle Strike	28	Skltr'n	25	Tony La Russa 2040	18
Jurassic Park	13	Sonic & Knuckles	29	Tony La Russa 2041	18

7th Saga	38	John Madden 95	25	Supr Batter Up	12
Act Raiser	8	John Madden 96	25	Supr Battlshp	35
Act Raiser 2	17	Judge Dredd	55	Supr Battletank	11
Adv Island	22	Jungle Book	29	Supr Battletank 2	25
Aladdin	29	Justice League	29	Supr Black Bass	55
Alien 3	18	Justice League 2	29	Supr Black Bass 2	55
Aliens/Predator	19	Justice League 3	29	Supr Double Dragon	15
Arcana	22	Justice League 4	29	Supr Empire Strks	19
Art Of Fighting	15	Killer Instinct	49	Supr Ghoulis	9
Bass Masters Clscs	39	King/Monsters	16	Supr High Impact	9
Batman & Robin	39	Legion	12	Supr M Alstr & Wld	28
Batman Forever	38	Lemmings	19	Supr Mario Wld	7
Batman Returns	19	Lethal Enforc	25	Supr Metroid	22
Battleclash	5	Lion King	35	Supr Mr Al Stars	22
Battlids/Dbl Dragn	19	Magical Quest	16	Supr Ninja Boy	13
Beavis & Butthead	22	Mario Is Missing	19	Supr Play Act Fb	7
Big Hunt Babi	49	Mario Kart	35	Supr Punch Out	25
Bill Walsh Babi	15	Mario Paint Game	7	Supr R Type	8
Blaze On	9	Mario Time Machine	18	Supr RBL Bashi	28
Boxing Legends	18	Maximum Carnage	19	Supr Return Jedi	28
Blaw Brothers	18	Mega Man 7	39	Supr Scope (6in1)	2
Braath of Fire	35	Mega Man X	39	Supr Scope (6in1) 2	2
Breath of Fire 2	59	Mega Man X3	39	Supr Soccer	13
Brett Hlt Hcky	16	Mickey Mania	29	Supr Str Ftr 2	22
Bubsy	28	MLBPA Babi	19	Supr Tennis	9
Bubsy 2	29	Monday Ngt Fbl	19	Supr Turiclan	12
Bugs Bn Rmpage	7	Monopoly	65	Supr Turiclan 2	12
Bulls vs Blazers	7	Mortal Kombat	16	Tecmo Super Bowl	19
Capt America	13	Mortal Kombat 2	28	Tecmo Super Bowl 2	239
Caslinvia 4	16	Mortal Kombat 3	29	Tecmo Super NBA	18
Champ Pool	32	NBA Jam	19	Tecmo Super Bowl 3	339
Chesman	39	NBA Live-Turni	29	Terminator	15
Chester Chetah	22	NBA Live 95	28	Terminator 2-Jdgrt	11
Chiro Trigger	69	NBA Live 96	59	Tetris/Dr Mario	28
Clayfighter Tmnt	25	NBA Live 97	59	Thunder Strike	19
Clayfighters	19	NCAA Bsktbl	7	Tiny Toons Buster	18
Clue	35	NFL QB Club	25	Tiny Toons 2	19
Congos Capel	18	NHL Hockey 94	18	TNT 4	17
Contra 3	25	NHL Hockey 95	25	TNT 5	17
Cool Spot	35	NHL Hockey 96	25	TNT 6	17
Crash Dummies	22	NHLPA 93	9	TNT 7	17
Cyberman	13	Out Of This World	15	TNT 8	17
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Earthworm Jim	42	Power Rangers	39	TNT 20	17
Earthworm Jim 2	59	Primal Rage	39	TNT 21	17
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ESPN NFL	19	Rampage 1/2	13	TNT 23	17
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Hunt Red Oct	18	Spindizzy Worlds	19	TNT 42	17
Illusion of Gaia	29	Star Fox	13	TNT 43	17
Indy Car Racing	45	Star Trek Nxt Gen	25	TNT 44	17
Jeopardy	35	Star Wars	17	TNT 45	17
Jeopardy Sports	16	Star Wars 2	35	TNT 46	17
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John Madden 93	8	Street Ftr 2 Trb	9	TNT 49	17
John Madden 94	17	Stunt Race FX	25	TNT 50	17

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Ar Force	5	Double Dribble	5	Klax	25	RBI Bashi 3	9
Airwolf	6	Dr Mano	8	Knight Rider	5	Renegade	5
Al Unser	6	Dracula	7	Krustys FH	7	Rescue Emb Mis	5
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Bad Budd 2/3	6	Empire Strks Back	18	Lil Nemo Dream	6	Rocket Ranger	6
Bad Dudes	5	Everett/Lendl Tenn	5	Lil Nemo Dream	6	Roger Clemens Babi	6
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Baseball Stars 2	18	Ferrari GP	5	Mad Racer	5	Rush N Attack	17
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Basess Loaded 2	6	Fighting Golf LT	6	Magmax	5	Section Z	5
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Bibbidi Bobbidi	9	Ghosts & Gbins	5	Mega Man 3	9	Silent Service	6
Big Bird HD/Spk	15	Ghosts & Gbins	5	Mega Man 4	13	Silver Surfer	5
Bionic Commando	5	G.I. Joe	5	Mega Man 5	28	Simpsons-B vs RM	9
Black Bass	25	G.I. Joe At	9	Metal Gear	5	Simpsons-B vs SM	7
Blades Steel	7	Goal	5	Metrod	6	Simpsons-B vs Wld	7
Blaster Master	7	Goal	5	Micro Machines	19	Skate Or Die 1	5
Blue Marlin	29	Golf	5	Micro Machines	19	Skate Or Die 2	5
Bo Jackson	5	Golf Pebble Bch	6	Milpede	18	Skate Or Die 3	5
Bombberman	9	Golgo 13	5	Milons Sec Castle	5	Skate Or Die 4	5
Boy & His Blob	5	Goomes 2	5	Mission Imp	5	Snake Rattle	5
Breakthru	5	Gothika	5	Monopoly	18	Snakes Revenge	5
Bubble Bobble	13	Guns	5	Monster Party	7	Snoopy Sports	5
Bugs Bnly BDay	5	Great Waldo Srch	11	Ms Pac-Man	35	Solar Jetman	5
Bugs Bnly Cstl	12	Guamling Lght	5	NARC	5	Solstice	5
Burgertime	8	Gunsnokes	5	NASCAR Chall	17	Space Shuttle	5
Call Games	5	Heavy Shreddn	5	NES Open	9	Spaceman-Sin 8	5
Capl America	9	Indiana Alley	5	NES The Game	5	Spot The Game	5
Capl Planet	9	Hollywood Sgrs	9	Ninja Gaiden	6	Spy Hunter	5
Capl Skyhawk	5	Home Alone	15	Ninja Gaiden 2	9	Spy vs Spy	5
Carmen Sandg Time	6	Home Alone 2	9	Ninja Gaiden 3	12	Stanley	5
Casino Dig	12	Hook	9	Nobun Ambrn	9	Star Trek	5
Casestovania	5	Hoop	5	North & South	19	Star Tropics	5
Casestovania 2	10	Hunt Red Oct	5	Operation Wolf	5	Star Voyager	5
Casestovania 3	6	Hydlide	6	Othello	5	Star Wars	5
Champ Bowling	12	I Can Remember	18	Overlord	7	Stealth	5
Chemsaster	25	Ice Hockey	5	Pac-Man	25	Street Fighter	5
Chubby Cherub	7	Ikarl Warriors	5	Paperboy	9	Stridor	5
Classic Cron	16	Ikarl Warriors 2	5	Paperboy 2	15	Supr Contra	5
Classic Viper	5	Immortal	6	Perfect Flt	15	Supr Dodge Ball	5
Commando	5	Indy Heat	19	Peter Pan Prates	5	Supr Glove Ball	5
Contra	5	Indy Jns Doom	5	Pictionary	9	Supr Jeopardy	5
Crystallis	6	Infiltrator	5	Pinball	8	Supr Mario	5
Dance Aerobics	5	Iron Sword	5	Pinball Quest	18	Supr Mario 2	5
Darius	15	Iron Warriors	5	Pinkot	5	Supr Mario 3	5
Days Of Thrdr	6	Jack Nicks Golf	7	Platoon	6	Supr Mario/Dk H	5
Deadly Towers	5	Jackal	5	Play Act Ftbl	5	Supr Off Road	5
Defender 2	9	Jaws	5	Popeye	7	Supr Pitfall	5
Defender Crown	6	Jeopardy	9	POW	5	Supr Spx Vbybl	5
Demon Sword	5	Jeopardy 25th	17	Predator	17	Supr Sprint	5
Dinosaur Jr	12	Jeopardy Jr	12	Pro Am Racing	6	Supr Tm Games	5
Dig Trcky	5	Joe & Mac	11	Pro Wrestling	6	Swicks & Serps	5
Dig Dug II	12	John E Qback	4	Punch Out	5	Tag Tm Wrest	5
Disney Adv	6	Jordan vs Bird	5	Punisher	5	Talespin	5
Dizzy	6	Joust	9	Q Bert	9	Tecmo Baseball	5
Donkey Kong	13	Just Dance Park	19	Quattro Adv	7	Tecmo Bowl	5
Donkey Kong 3	13	Karate Champ	5	Quattro Sports	7	Tecmo Bowl 2	5

All Games come with a 90 Day V





## BUG!

### Stage Skip

Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press **B, A, B, Y, Down, Right, A, L, Down**. (The L represents the button on top of the controller, not Left on the D-pad.) You'll hear the Bug yell, "Yike!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the L button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold L and press **Down**.

## CLOCKWORK KNIGHT

### 999 Lives

At the title screen, press **Up**, then **Right** nine times, **Down** six times, **Left** seven times, **Z, X, Y, Y, Y, Z**.

### Stage Select

Press **Left, Up, Right, Down, Down, Right, Right, Up, R** while the words "PRESS START BUTTON" are flashing on the title screen. The words "Betsy's Room" will appear; press **Up** or **Down** to change your starting stage—or, while the stage name is on the screen, press **Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R** to add a "Last Boss" option to the list.

## DAYTONA USA

### Extra Time

On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the X button to stop one of the slots. If you get three 7's, you'll receive extra time.

### Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the X button repeatedly to make the Jeffrey statue rotate and stand on his head.

### Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

### Time Trial

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

### Karaoke Mode

In "Arcade Mode," hold **Up** on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the *Daytona* theme song appear at the bottom of the screen.

### Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad

diagonally in the **Down/Right** position and hold the L, R, C and Y buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

### Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

### Easier Horse Trick

At the title screen, point the D-pad diagonally in the **Up/Left** position, hold the X, Z, A and B buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

### Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

### Hidden Music

Buried deep within the data of the *Daytona* CD are excerpts of 73 different songs from Sega games of the past and present. To hear them, you must enter a score that's high enough to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes:

A.B—Main theme from *After Burner*

KAG—"Maximum Power" from *After Burner*

KOU—Title theme from *Alex Kidd*

SAO—"Break Out" from *Alien Storm*

JIM—Title theme from *Alien Syndrome*

ANI—"Rise From Your Grave" from *Altered Beast*

YAM—"Choice" from *Bloxxed*

BNB—Theme from *Bonanza Bros.*

YOJ—"BGM A" from *Bonanza Bros.*

YAN—"Filthy" from *Columns*

IGA—"Select" from *Columns 2*

KOS—"King of Speed" from *Daytona USA*

LGA—"Let's Go Away" from *Daytona USA*

SKH—"Sky High" from *Daytona USA*

P.P—"Pounding Pavement" from *Daytona USA*

DST—"Beat Away" from *Dunk Shot*

KAO—"Toast!" from *Dunk Shot*

H.S—"A.HI.RU" from *Dynamite Dux*

E.R—Main theme from *Enduro Racer*

MAS—"BGM 2" from *Enduro Racer*

EXN—"BGM A" from *Exhaust Note*

YUI—"Good! Let's Go!" from *Flashpoint*

GLC—"Air Battle" from *G-LOC*

NAG—Opening theme from *G-LOC*

G.F—"Beyond the Galaxy" from *Galaxy Force*

HSB—"Defeat" from *Galaxy Force*

GDA—"Wilderness" from *Golden Axe*

GPR—"Time Attack" from *GP Rider*

H.O—Main theme from *Hang-On*

K.T—"Advertise" from *Hang-On*

SHO—"Sprinter" from *Super Hang-On*

M.M—"Outside a Crisis" from *Super Hang-On*

KEN—Title Demo theme from *Line of Fire*

UME—"MJ-Dance" from *Michael Jackson's Moonwalker*

.KK—"Theme of Kouchi" from *Original*

O.R—"Magical Sound Shower" from *OutRun*

TOR—"Rush A Difficulty" from *Turbo OutRun*

OSI—"Vivacious" from *Turbo OutRun*

ORS—"Adventure" from *OutRunners*

P.D—"Like the Wind" from *Power Drift*

ISO—"Poker Face" from *Power Drift*

QTT—"BGM 1" from *Quartet*

MIT—"Earth Frame G" from *R360*

TRS—"Earth Frame G" from *R360*

R.M—"Soup Up" from *Rad Mobile*

OKA—Theme from *Rent-A-Hero*

KAZ—"BGM 1" from *Scramble Spirits*

SDI—"System Down" from *S.D.I.*

MMM—"Blue Moon" from *S.D.I.*

S.H—Main theme from *Space Harrier*

S.C—"Game Start" from *Stadium Cross*

S.F—Opening theme from *Strike Fighter*

ASA—"Funky Bomb" from *Strike Fighter*

SMG—"Advertise BGM" from *Super Monaco G.P.*

AO—"Name Entry" from *Super Monaco G.P.*

VMO—Theme from *Sword of Vermilion*

TET—"Tetrimix" from *Tetris*

T.B—"Burning Point" from *Thunder Blade*

NAK—"Type 2" from *Thunder Blade*

TAK—"Type 3" from *Super Thunder Blade*

AKJ—"Advertise" from *Virtua Cop*

DEK—"Advertise" from *Virtua Cop*

V.F—"Akira Stage" from *Virtua Fighter*

A.Y—"Akira Stage" from *Virtua Fighter*

J.B—"Jacky Stage" from *Virtua Fighter*

S.B—"Sarah Stage" from *Virtua Fighter*

PAI—"Pai Stage" from *Virtua Fighter*

K.M—"Kage Stage" from *Virtua Fighter*

W.H—"Wolf Stage" from *Virtua Fighter*

J.M—"Jeffrey Stage" from *Virtua Fighter*

LAU—"Lau Stage" from *Virtua Fighter*

VFT—"Lion Stage" from *Virtua Fighter 2*

V.R—"Polygonic Continent" from *Virtua Racing*

## LAST GLADIATORS DIGITAL PINBALL

### Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press X, Y, Z, X, Y, Z, C, B, A, Up, Up, START. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: C, B, A, A, B, C, Y, Z, X, Down, Down, START.

### Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press **Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START**. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press A; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and A button, then point to the "Play" button and press A. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.



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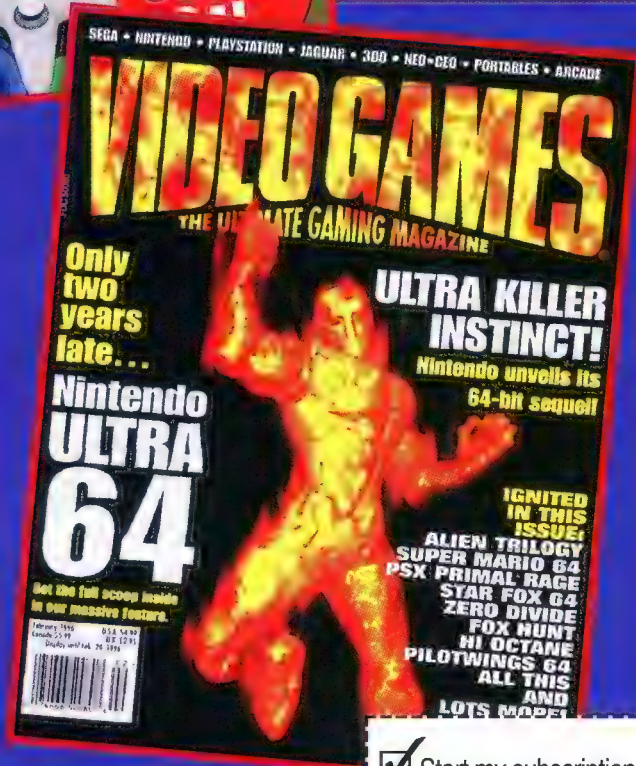
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TATT63





## Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press **Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START**. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the **X** button and press **Up**; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing **Up** or **Down** on the D-pad, then press **Z** to trigger one of the current table's special modes; for example, on the "Gladiators" table, each the following modes can be activated by pressing **Z** when the corner number is set as follows:

- 00—Multiball
- 01—Roman Triumph
- 02—Retiarius
- 03—Bloody Arena (Two-Ball)
- 04—Chariot Races (Three-Ball)
- 05—Extra Ball Lit
- 06—Senator Mystery Lit
- 07—SPQR
- 08—Thracians
- 09—Empire
- 10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold **X** and press **Down**; while the numbers are gone, hold **Y** and press **Up** to pause or unpause the game without obstructing the screen, or hold **Z** and press **Up** repeatedly to step through the animation one "frame" at a time.

## Secret Scene

*Last Gladiators* uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

## PANZER DRAGON

### Space Harrier Mode

Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the

game. Press **START** at the first title screen, then press **Up, X, Right, X, Down, X, Left, X, Up, Y, Z** while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the Dragon.

### Infinite Continues

Press **START** at the first title screen, then press **Up, X, Right, Y, Down, Z, Left, Y, Up, X** while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.

### Invincibility

Press **START** at the first title screen, then press **L, L, R, R, Up, Down, Left, Right** while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

### Stage Select

Press **START** at the first title screen, then press **Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z** while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

### Suicide Maneuver

Press **L, R, A, B**, and **C** all at the same time; your dragon will take a dive right away and the stage will start over.

### Level 0

At the difficulty/options title screen, enter **Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R**. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

### New Weapons

At the difficulty/options title screen, enter the code **Up, X, Right, Y, Down, Z, Left, Y, Up, X**. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold **A** or **X** for normal weapon, **B** for red lasers, **C** for sidewinders, **Y** for multi-shot, or **Z** for wide shot.

### Dragon-Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press **Left, Left, Right, Right, Down, Up, Down, Up, L** button, **R** button; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.

### Sega Logo Man

Have you ever noticed the man who changes into a Sega logo during *Panzer Dragoon's* demo mode? To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the **X**,

**Y** and **Z** buttons and press **START**. Now you can manipulate the image with Controller 2 as follows:

- Right**—Rotate screen clockwise
- Left**—Rotate screen counter-clockwise
- A+Right**—Rotate image clockwise
- A+Left**—Rotate image counter-clockwise
- Down**—Zoom in
- Up**—Zoom out
- A+Down**—Tilt backward
- A+Up**—Tilt forward
- X** or **Y**—Hold either of these buttons to change the character's shading
- A+B+C**—Reset to the initial position and shading

When you're finished playing with the polygons, press **START** on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

## PEBBLE BEACH GOLF LINKS

### Secret Video Menu

Start a game of *Pebble Beach*, then hold **Right** on the D-pad, also hold the **X** and **Z** buttons and press **RESET** on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video sequences. Press **A** or **C** to start any scene; **B** brings you back to the menu.

### Gallery Code

Start a game, hold **Down** and **B** button and press **RESET** on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing.

## SHINOBI LEGIONS

### 999 Shurikens

Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the **L** and **R** buttons on top of the controller and press **C, A, B**. The number of Shurikens will change to 999.

### 99 Lives

Press **START** at the first title screen, then highlight the words "Game Start" and press **A, Z, B, Y, C, X, START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.

### Expert Mode

Press **START** at the first title screen, then highlight the words "Game Start" and press **A, B, C, B, A, START**. You won't get any

signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar.

### Stage Select

Start a game, then press **START** to pause. While the word "PAUSE" is on the screen, simply press **A, B, A, B, C**. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press **Left** or **Right** on the D-pad. Once you've decided which stage you want to play, press the **START** button to warp directly to it.

## STREET FIGHTER: THE MOVIE

### Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up, B, Down, Z, Right, X, Left, Y** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

## VIRTUA FIGHTER

### Boss Code

At the character select screen, quickly press **Down, Up, Right**, then **A+Left**. You'll hear a "swish" and you'll be playing as Dural.

### Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press **Up 12** times, then press **START** and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press **START**; you'll find a hidden Stage Select/Stage Size menu.

### Alternate Character-Select Menu + Boss Code

When a "Vs." match is ending, hold the **L** and **R** buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press **Up 17** times and immediately press **START**. Dural will be added to the alternate character menu.

### Play Ranking Mode

To choose the Ranking mode without first beating the game, hold **Down/Right, C, Y, L** and **R** at the title screen and press **START**.

### Watch the Credits

Hold the **A** button down during the opening demos to see the names of the makers of *Virtua Fighter*.



**ADVENTURE ISLAND****Power-Ups**

At the title screen, enter **0894** as your password and select OK. You will have 99 of each item.

**AVENGING SPIRIT****Hard Mode**

At the title screen, push **Up**, **A**, and **B** at the same time—you'll hear a tone to confirm the code. Press **START** to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

**BATTLETOADS IN RAGNAROK'S WORLD****Five Extra Toads**

At the title screen, hold **Down**, **A** and **B**, then press **START**. You'll start the game with five lives instead of three

**BILL & TED'S EXCELLENT ADVENTURE****Passwords**

Adventure 2: New Mexico 1879, 555-4239

Adventure 3: Ancient Greece 410 BC, 555-6767

Adventure 4: Medieval England 1456, 555-8942

Adventure 5: San Dimas 1,000,000 BC, 555-4118

Adventure 6: Shopping Mall, 555-8471

Adventure 7: School Room, 555-2989

**BIONIC COMMANDO****Re-equip**

To return to the skies to re-equip, hold **START**, then press **A** and **B** simultaneously.

**BUBBLE BOBBLE PART 2****Stage Select**

Enter **► 5 ► V** as your password, then press the **START** button. A stage-select menu will appear on the title screen.

**CONTRA: THE ALIEN WARS****Stage Skip**

Enter the password H2F2, then start the game. When you want to skip a stage, press **START**; instead of activating the "pause" feature, you'll be warped to the next stage.

**ELEVATOR ACTION****Bonus**

When you open the doors marked with a "7" and leave, you end up with an item that appears to have been randomly chosen. The item you receive is determined by the hundreds digit of your score. Below is a list of what your prize will be if you enter a Question Mark Door:

- Digit 0 or 1: Shotgun
- Digit 2 or 3: Machine Gun
- Digit 4 or 5: Pistol
- Digit 6 or 7: Grenade
- Digit 8 or 9: Heart

**FACEBALL 2000****Level Warp**

As soon as you see the Level 10 exit, turn around 180° and fire at the wall. A new exit will open up, leading you to Level 20.

**FINAL FANTASY****Extra Sounds**

Select the Continue option at the title screen. Highlight any saved files past level 57. Press **B** to return to the title screen. Hold **SELECT**, **B** and **START** to access Sound Test and use the **A** button to listen to the sounds.

**FINAL FANTASY LEGEND II****Sound Test**

At the title screen, press **SELECT**, **B** and **START** at the same time. Sound and music options will appear on the screen. Change the sound selections by pressing the direction keys and listen to them by pressing **A**.

**THE JUNGLE BOOK****Cheat Menu**

Press **SELECT** to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A top-secret cheat menu will appear.

**JURASSIC PARK****Stage Skip**

When the title screen fades and the T-Rex opens his mouth, press **Up**, **Down**, **Left**, **Up**, **Down**, **Right** and **SELECT**. Repeat the whole sequence again, then press **START** to begin. Anytime during the game, hold **START**, then press **SELECT** to skip to the next area of the game.

**KIRBY'S DREAM LAND****Hidden 1-Ups**

Stage Three: At the second section of this stage, you'll find a path that ends with a pile of Star Boxes. Inhale the boxes at the bottom of the pile to see a small doorway. Enter to find a secret passage with a 1-Up at the end. Later in Stage Three, you'll take on some weird creatures. There's a hole at the base of one of the masts. Take out a Star Box to clear your way to the hole. Climb in to collect Pep Brew and a 1-Up in the hidden chamber.

Stage Four: You will run into a maze of clouds halfway through this stage. When you arrive at a narrow passage in the clouds, on the left side is a pond. Go to the end and press **Up** on the D-pad to enter a hidden passage and drop into a secret area. Use a Mint Leaf to fly through this stage and pick up Power-Ups along the way. At the end of Stage Four, you'll fly up to a floating palace where you meet Kracko again. Instead of entering the palace, you can get to Kracko by another route and earn special items. Touch the Moon and warp to a special area filled with stars and clouds. You'll find a 1-Up and a Magic Food Bag as you fall.

**THE LION KING****Stage Skip**

At any time during the game, press **START** to pause, then quickly press **B**, **A**, **A**, **B**, **A**, **A**. You'll immediately skip to the next stage.

**MORTAL KOMBAT****Play as Goro**

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen.

Next, input your initials and press **A**. When the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

**NBA JAM****Juice Mode**

At the "Tonight's Match-Up" screen, tap any button 14 times, then hold **A** and **B** until the tip-off.

**Power-Up Dunks**

At the "Tonight's Match-Up" screen, press any button ten times, then hold **Down** and **A** until the tip-off.

**Power-Up Fire**

At the "Tonight's Match-Up" screen, tap any button seven times, then hold **Down** and **Left** on the D-pad until the tip-off.

**Power-Up Turbo**

At the "Tonight's Match-Up" screen, tap any button 15 times, then hold **Up** and **B** until the tip-off.

**Secret Characters**

Jamie Rivett: Enter the initials RJ, highlight the letter F, press **Up**, **A** and **B** to enter the last letter.

Sal DiVita: Enter the initials SD, highlight the letter T, press **Down** and **B** to enter the last letter.

Mark Turmell: Enter the initials WI, highlight the letter M, press **Left** and **B** to enter the last letter.

Air Dog: Enter the initials JA, highlight the letter T, press **Up** and **B** to enter the letter M.

Chow Chow: Enter the initials AM, highlight the letter Q, press **Down**, **A** and **B** to enter the letter X.

Weasel: Enter the initials MA, highlight the letter U, press **Up**, **START**, **A** and **B** to enter the letter N.

**NINJA BOY****Continue**

You can continue from the last stage you were on by hold the **A** button and pressing **START**.

**OPERATION C****Ten Men**

To start the game with nine fighters in reserve, after the title screen appears, press **Up**, **Up**, **Up**, **Up**, **Down**, **Down**, **Down**, **Down**, **Left**, **Left**, **Left**, **Left**, **Right**, **Right**, **Right**, **Right**, **A**, **B**, **START**.

**Q\*BERT****Hidden Movie**

Use this code to view the short, cartoon-like segments between the levels, all in one long scene. On the title screen press **Right**, **Up**, **B**, **A**, **Down**, **Up**, **B**, **Down**, **Up**, **B**.

**SAMURAI SHODOWN****Secret Shodown Characters**

To get three secret characters, press the **Select** button three times while Haohmaru is shown in the opening demo.

**SNOW BROS. JR****Invincibility**

When the title screen appears, hold **Left**, **Down**, **A** and **B**, simultaneously. Press **START** to become invincible.

**Bonus Bowl**

Take out all the enemies on the screen with one Snowball and earn 500 points for each bill you collect.

**Select Stage**

At the title screen, hold **Up**, **SELECT** and **B**, then press **START**. Choose any stage and press **START** to play.

**SPUD'S ADVENTURE****Stage Select**

Enter BANCHOU as your password. The message "Map Select 000" will appear. Press **Down** on the D-pad to change the Map Select number, then press **START** to begin.

**STAR TREK****Shortcut Through Hyperspace**

If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press **Left**. You can only use this trick once in each level.

**STAR TREK: THE NEXT GENERATION****Mission Select**

Enter the cheat code "OVERRIDE" at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D-pad.

**SUPER MARIO LAND 2—6 GOLDEN COINS****Play Demo Stages**

Gate Zone: Hold **Up** and press **SELECT** at the title screen.

Space Zone: Hold **Up** and **A** and press **SELECT** at the title screen.

Turtle Zone: Hold **Up** and **B** and press **SELECT** at the title screen.

Macro Zone: Hold **Up**, **A** and **B** and press **SELECT** at the title screen.

**Easy Mode**

If you are having trouble in a particular area, reset your game. When you enter the pipe room at the beginning of the game press **SELECT**. The words "Easy Mode" will appear in the top right corner of your screen. Pick the pipe that your game is saved on and you will enter the same area you are having trouble with. The only difference will be the number of enemies that will be chasing you. Once you have completed the difficult level, reset again to enter the normal mode of the game. When you restart your game you will begin on the next level.

**T2: JUDGMENT DAY****Slow Down**

Give yourself enough time to complete Stage Three by slowing down the clock. Hold down **SELECT** while you are rewiring the circuit boards. Your time will run down at one tenth of the normal speed. When you finish with the first circuit board, release the **SELECT** button to move on to the next one.

**TRACK & FIELD****U.F.O.**

In the Hammer Throw event, release the hammer when you reach maximum power and the toss is at an 80-degree angle. The hammer will fly up and a spaceship will come down.

**Frog**

If you land a couple of yards short of the pit at the Triple Jump, a frog will come out of the hole in the runway.

**Flowers**

In Archery, if your arrow hits the ground between the 40 and 50-yard lines in the 70-yard shot, flowers will grow out of the ground.

**TRACK MEET****Cheat Passwords**

Choose "NEW GAME" at the main menu and enter your name as follows:

- Enter the name SNAKE to compete against Irwin B. Cheetin.
- Enter REGRUB and you'll face off against Jack Strip.
- Enter the name APPLEII to change some of the signs in the background to Apple II logos.

**WARIO BLAST****One-Player Game**

To play as Wario enter the password 2264. To play Bomberman enter the password 4622. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

**WARIO LAND: SUPER MARIO LAND 3****Change Game Stats**

Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

**WHO FRAMED ROGER RABBIT?****Passwords**

Scene 2: DLT3QYBY

Scene 3: GPLDMSRC

Scene 4: MMCFGWXJ

Scene 5: BGQTVKJP

Scene 6: RTJBWN43

**WORLD HEROES 2 JET****Boss Code**

When the Takara logo appears, press **Right**, **Left**, **A**, **B**, and **Up**. Now you can play as the boss.





## ANDROID ASSAULT

### Cheat Mode

Press **Up, B, A, C, A, Down, B, A, C, A** at the game's title screen. You'll hear a jingle to confirm the code. Now go to the Option Mode menu and press **Left** twice to access the top-secret option menu. Turn the "Immortal" option on to make yourself invincible, use the "Stage" setting to skip through the game's levels and adjust the "Weapon-L" setting to power up your ship's guns.

## BATMAN RETURNS

### Stage Select

Select "Options" from the title screen and change the Game Type to "Platform Only." Next, enter the following code on the control panel by holding **Left** on the D-pad and pressing **B** while Batman's finger is over each number in this order: 1, 7, 1, 6, 7. Note that by holding **Left** and pressing **B** you don't change the status of that item on the screen, but you do enter the number into the computer. You should hear a louder beep when you enter the last number to indicate that the stage-select code is in place. Next, set up the game options any way you like, then point to the number of the stage you wish to start at. Hold **Left** and press **B** to start at that stage. Choosing 7 as your starting stage will send you back to the title screen, since each of the three game types consists of five stages plus an ending sequence.

### Stage Skip

Set the Game Type to "Driving Only," then—as described above—hold **Left** and press **B** at each of the following numbers: 1, 2, 3, 4, 5, 6, 7, 6, 5, 4, 3, 2, 1. You should hear a beep confirming the code. Once that sequence has been performed, start the game, and you'll find that you can skip stages at any time by pressing the **C** button while the game is paused.

## BATTLECORPS

### Secret Map Option

Pause the game and press **B, A, B, A, Right, A, C, Up, START**. Now you have an on-screen map of the current stage.

## BRUTAL

### Boss Code

At the title screen, enter the code **Up, Down, A, B, C, C, B, A, Down, Up**. Now you can choose Karate Croc at the "Choose a Character" screen.

## BLACK HOLE ASSAULT

### Cheat Mode

If you enter your name as "BIGNET" in Operation BHA, you'll be able to win every battle easily. Just press **START** on Controller 2 during any battle, and your opponent's energy will run out as he crumples to the ground and dies.

## Hidden Game

Enter your name as "AZY" (without a period) and choose Operation BHA—you'll be sent directly to a hidden Pong-style game, *Black Ball Assault*.

## CADILLACS AND DINOSAURS

### Poacher Yells

Pause the game and press **C, A, Down**. Do poacher yells by pressing the **MODE** button (only on six-button controllers) during the game.

### Extra Time

Pause the game and hit **A, C, A, Down**; you'll hear a sound effect.

### Extra Easy Difficulty

Press **C, A, Right, B** while paused.

### One More Life

Pause the game and hit **C, A, Down, A, Left, Left, A, C** ("Cadillac").

### Level Select

Pause the game and hit **C, Up, B, Right, Up, B, B, A, Down, Up, B, B, A, Down, Up, B**. You'll hear a sound effect. Press **A, B, C** and **START** at the same time to go back to the main menu. You can toggle between the nine chapters using the D-pad.

## CLIFFHANGER

### 99 Credits

Use Controller 2 and press **Left, Right, START, C, A** at the title screen. If you've done it right, a tone will sound and the words "99 Continues" will appear in the top-left corner of the screen.

### Time Trial Snowboarding

Press **C, B, A, Up, Down, Left, Right** and **START** on Controller 2 at the title screen. The word "Special" will appear on the screen option menu. Select this option, and you can choose from a menu of eight different time trial courses.

### Snowboard Sequences Only

To race through the avalanche snowboard levels, use Controller 2 at the title screen and press **A, B, C, Down, Up**. The word "Snowboarding" will appear in the upper-left corner. Now, when you start the game, you will go directly to the first snowboard level.

### Level Skip

Press **START, C, B, A, Right, Left, Right, Left** on Controller 2 at the title screen. The words "Level Skip" will appear. Start the game as you would normally; when you feel like jumping ahead, press **START** to pause and press **C** to skip to the next level.

## COBRA COMMAND

### Training Mode

Press **START** at the title screen. When you see the words "Game Start" and "Config Mode," press **Up, Down, Left** and **Right**. You'll hear a short explosion sound. Next, go to the "Config Mode" menu and you'll find a new difficulty setting, "Training." In the Training mode, you can continue at the point you had reached when you were killed instead of being sent back to the beginning

of the stage.

### Stage Select/Stage Skip

When you see the words "Game Start" and "Config Mode," press **Up, Down, Left, Right, Right, Up**. You should hear two explosions during this sequence.

When you reach the screen that says "New York—Stage 1," you can press **Right** or **Left** on the D-pad to change your starting level. Once the action starts, you can skip to the end of the current stage simply by pressing **START**. Press **START** in the final stage, and you'll skip to the ending credits.

### Screen Garbage

With the stage-select code in place, pressing **A, B** and **C** at the same time will give you a screenful of hexadecimal code that overlays the action.

## CORPSE KILLER

### Armor-Piercing Bullets and Datura Quests

If you call up the Cay Noir map and there aren't any APB or Datura quests, just flip between the "Satlink Map" and "Datapod Info" icons until the "APB Quest" and "Datura Quest" icons appear.

### Extra Datura Bullet

If you don't have any Datura bullets, you're in trouble if a Strawman or Reaper appears, because they can't be killed with regular bullets. If you hold the **A** button and tap **B**, the game kindly gives you a single Datura bullet with which to kill the bad guy; don't waste it.

## DOUBLE SWITCH

### Hidden Video Clip

Play through the game until you reach Act III. Once you've made it to Act III, sit back and intentionally lose the game by letting the Power Box get turned off or by letting Eddie capture the girls. When you lose, the screen goes dim and the "Game Over" video clip starts to play. Quickly press **Left, A, Up, Right** and **A** on Controller 1 before the clip ends. The normal "game over" scene disappears and the hidden clip starts playing. Watch and listen as Lyle the Handyman chews you out, then ad-libs a comment that Digital Pictures wisely chose to bleep out (although you can easily read his lips).

## DRAGON'S LAIR

### View Every Scene

Start a new game and press **START** to pause. Press **Right, Right, Left, Left, Down, Down, Up, Up**, then press **START** again to unpaue. You will die, but the "Lives" counter will still say "5," indicating that the cheat is in place. Now you can sit back with a drink and watch as the game plays through every scene by itself.

## EARTHWORM JIM SPECIAL EDITION

### All the Cheats

Each of these cheats can be acti-

vated during the game by pressing **START** to pause, then entering the code. Each code consists of exactly eight steps; when two buttons are separated by a plus sign (e.g. "A+B") it means that those two buttons must be pressed at the same time.

Cheat Menu—**A+B, C, C, A, A, B, B, B+C**

Level Skip—**B, B, A, C, A+B, A+B, A+B, A+B**

End Game—**A+C, A+C, A+C, A, B, C, B, A**

Invincibility—**A+B, A+B, C, A, Right, Right, Left, Right**

View Map—**A+B, C, C, C, A, B, B, B**

Extra Life—**A+Up, B, A, C, A, A, C, B**

Extra Life (once only)—**A, B, C, C, A, A, C, B**

Energy Replenish—**A+C, B, B, C, C, C, A, B**

Energy Replenish (once only)—**A, C, B, C, B, A, A, C**

Weapon Replenish—**A+C, A, B, B, C, A, C, C**

Weapon Replenish (once only)—**A, B, C, B, C, A, C, C**

Plasma—**C+Up, A, A, C, A, B, C, C**

Plasma (once only)—**C, A, B, C, A, B, C, C**

Homing Missile—**A+Right, A, A, B, A, C, B, A**

Homing Missile (once only)—**A, A, C, B, A, C, C, C**

Continue—**A+Down, A+Down, A+Left, A+Right, B, C, C, B+C**

Continue (once only)—**A+Right, B+Up, A, C, C, B, C, A**

Groucho Marx—**A, A, A, A, A, A, B, C**

Red Afro—**C, A, A, A, A, A, B, C**

Black Afro—**B, A, A, A, A, A, B, C**

Mick Jagger Lips—**B, B, A, A, A, A, B, C**

Big Glasses—**A, B, A, A, A, A, B, C**

Martian Ears—**C, A, A, A, A, B, C**

Donkey Kong Head—**Down+C, B, A, A, A, A, B, C**

Warp to "What the Heck?"—**A, Right, A, C, C, Left, Right, A**

Warp to "What the Heck?" (Snowman)—**Right, Right, Right, A, C, Left, Right, B**

Warp to "What the Heck?" (Evil the Cat)—**Up, Down, Right, C, C, Left, Right, B**

Warp to "Big Bruty"—**C, C, C, Left, Left, Left, Right, Right**

Warp to "Down the Tubes"—**Up, Down, Left, Left, Up, Up, Up, Down**

Warp to "Tube Race"—**Up, Up, Left, Left, Down, Left, Up, C**

Warp to "Snot a Problem" Round 1—**C, B, C, Right, Right, Left, A, B**

Warp to "Snot a Problem" Round 2—**Up, B, C, Down, Down, Down, A, C**

Warp to "Snot a Problem" Round 3—**A, Up, C, Up, Up, Down, C, A**

Warp to "Level 5" (Lab)—**A, B, B, Down, Right, Right, Left, Right**

Warp to "Level 5" (Falling Chicken)—**A, B, C, Up, Down, Down, Down, Right**

Warp to "Level 5" (Naked Worm)—**C, A, C, Left, Right, Up, Down, Right**

Warp to "Andy Asteroids?" Round 1—**A, Left, A, C, C, B, B**





At the title screen, grab Controller 2 and press **A**, **C**, **Down**, **Right**, **Up**, **B**.





## REBEL ASSAULT

### Stage Passwords

Easy:	Medium	Hard
BOSSK	BOTHAN	BORDOK
ENGRET	HERGLIC	SKYXN
RALRRA	LEENA	DEFEL
FRIJA	THRAWN	JEDGAR
LAFRA	LWYLL	MADINE
DERLIN	MAZZIC	TARKIN
MOLTOK	JULPA	MOTHMA
MORAG	MORRT	GLAYYD
TANTISS	MUFTAK	OTTEGA
OSWAFI	RASKAR	RIFHII
KLAATU	JHOFF	IZRINA
IRENEZ	ITHOR	KARRDE
LIANNA	UMWAK	VONZEL
PAKKA	ORLOK	OSSUS
NORVAL	NKLLON	MALANI

### Cheat Mode

As the LucasArts logo is spinning onto the screen at the beginning of the game, press **Up+A**, **Down+A**, **Up+A**, **Up+A**, **Left+A**, **Right+A**. Repeat the code until you hear a bell ring and a chorus of voices droning, "LucasArts!" With this cheat code in place, you can skip to the next stage at any time during the game by pressing C. Also, the option menu that appears when you pause the game will have two new options, "Restore Health" and "Remove Health." Highlight "Restore Health" and press A to refill your energy meter at any time.

## SILPHEED

### Stage Select

During the introduction sequence, press **Down**, **Down**, **Up**, **Up**, **Right**, **Left**, **Right**, **Left**, A, B, **START**. (There will be no signal to indicate that this cheat is in place, so enter the code carefully.) Start the game, and you'll find a stage-select option on the title screen. Pick a stage and press A to start there; pick a number higher than 12 to see the game's animated intermissions.

### Shield Recharge

Also during the intro sequence, press **Right**, **Left**, A, **Right**, **Up**, C, B, **Down**, **Left**, B, A, **Up**, **START**. Now you can max out your shields at any time during the game by pressing A on Controller 2.

### Voice Test

At the title screen, highlight "Option." Press and hold buttons A, B and C on Controller 2 and press **START** on Controller 1. The option menu now includes a "Voice Test" where the "Sound Test" option used to be. Press **Left** or **Right** on Controller 1 to choose a sound, then press A, B or C to play it. You can also change the playback rate of each sample by pressing **Left** or **Right** on Controller 2; this alters the speed and pitch of the sound.

### Infinite Continues

When you're down to your last continue, leave the cursor on the words "Continue 01" and wait for the game to go back to the introduction. When the demo sequence begins, press **Right**, **Up**, A, B, C, **Left**, **Left**, **Down**, C, A, **START**. You'll find that the number of continues shown on the

title screen has been boosted to ten. Whenever you get down to your last continue; just perform the trick again for another ten chances.

### Mania Mode

During the intro sequence, press B, B, A, C, **Up**, **Left**, **Right**, **Down**, C, **Up**, A on Controller 2, then press **START** on Controller 1. You'll know the cheat is in place if your score reads "00001" when you start the game. You're now in "Mania Mode," a difficulty setting that's even tougher than the "Hard Rank" on the option screen.

## SLAM CITY WITH SCOTTIE PIPPEN

### Super Slam vs. Fingers

Play against Fingers. Before he inbounds the ball to you, enter the code B, A, **Left**, **Left** ("BALL"). Now you can super-slam without hitting the "sweet spot."

## SONIC CD

### Stage Select

Enter the following code while the words "PRESS START" are flashing on the title screen: **Up**, **Down**, **Down**, **Left**, **Right**, B. You'll be sent to a "Stage Select" menu with full access to nearly all of the game's levels, including the "past," "present" and both "future" versions of each stage. You can't start a game from any stage with this trick—since you'll be sent back to the game's title screen as soon as you clear a stage—but you can use it to see the whole game and check out a few of the demo scenes.

### Title-Screen Tricks

While the words "PRESS START" are flashing on the screen, hold the A button and press **Up**, **Down**, **Down**, **Down**, **Up**. Now grab Controller 2 and start pressing the buttons to see what happens: Hold **Left** to zoom out, **Right** to zoom in, **Up** to tilt the horizon toward you and **Down** to tilt the horizon away from you. You can also press A or C to rotate the clouds clockwise or counterclockwise, respectively; holding the B button speeds up the movement.

### Secret Demo Mode

Play the Time Attack Mode until your total time is less than 37'27"57. When you achieve this goal, go back to the title screen—you'll find a new selection on the menu called "D.A. GARDEN." It's a visual sound test—you can move the globe around the screen with the joystick as the game's characters fly across the foreground. Press A to choose a tune to listen to, press B to change the direction of the globe's rotation (hold B to make it spin faster) or hold C to zoom in—release C and hold it again to zoom out.

### Bonus Round Time Attack

If you can get your total time below 30'21"05 in the Time Attack Mode, you'll be able to access a new set of challenges by press-

ing **Left** on the control pad while the Time Attack menu is on the screen. Now you can race in the "Special Zone" bonus rounds.

### Visual Mode

The most difficult Time Attack trick of all requires you to get your total time below 25'46"12. Once you've cut your time down this far, you'll find a "VISUAL MODE" option on the title-screen menu—it allows you to watch the game's opening sequence, both the "bad" and "good" endings and a unique "Pencil Test" demo.

### Sound/Music Test

Press **Down**, **Down**, **Down**, **Left**, **Right**, A while the title screen is flashing the words "PRESS START." You'll move to a hidden Sound Test menu, with options for listening to sound effects ("FM"), digitized samples ("PCM") or digital audio tracks straight from the CD ("DA").

### Secret Bonus Round

Using the Sound Test as described above, set all three menu items at "07" and press the **START** button. A message will appear that says "WELCOME TO SECRET SPECIAL STAGE," a special bonus round! Beat this stage and you'll get a condensed credit screen that's different from the credits you'll see when you beat the game.

### Strange Message

Set up the numbers in the Sound Test as follows: FM No. 46, PCM No. 12, DA No. 25. Press **START**; this gives you a weird screen with an evil-looking Sonic behind a message in Japanese.

### Sonic the Human Hedgehog?

Using the Sound Test, enter the following numbers: FM No. 42, PCM No. 04, DA No. 21. Press **START** and you'll get an eerie graphic of a half-human Sonic.

## STELLAR FIRE

### Stage Select

Go to the Start Game/Difficulty menu and highlight the word "Normal." Next, press A to cycle through the different difficulty settings and hold the A button down when you get back to the Normal setting. While holding A, press and hold C and **START**; then, while continuing to hold those three buttons—with the word "Normal" still on the screen—press **Up** on the D-pad. You'll hear a chime to indicate that you've skipped a stage; continue to press **Up** to skip as many stages as you wish. (Two chimes will start you at the third stage, three chimes will start you at the fourth stage and so on.) Next, choose "Start Game" to play the selected stage.

## THE TERMINATOR

### Extra Weapons, Bombs, Lives

Hold the D-pad to the **Right** at the Start Game/Options screen, then press B, C, B. Release the D-pad and the cursor will change from an arrow into a square. Press **START** and you'll find the secret menu that allows you to load up

on guns, lives and bombs.

### Level Select

First enter the code shown above. Once you're at the secret options menu, hold the D-pad **Left** and press B, C, B. Release the D-pad and the cursor will change from an arrow to a square. Go down to "Run Game" and press A to find the Level Select.

### Infinite Shields

Go to the Level Select screen by entering the codes shown above. Once you're there, hold the B button and press **Left**, **Right**, **Right**, **Left** on the D-pad. The cursor will change from an arrow to a square. When you start the game, you'll have infinite shields.

### Full-Motion Video Scene Select

At the "Options" menu, hold the C button, push **Right**, **Left** and release C. You'll see the flashing triangle cursor change into a square. Next, choose the "Sound Test" option and you'll find a new menu item called "Cinema Sequences." The menu contains all of the video sequences in the game.

## VAY

### Save Anywhere

If you're in an area where the "Save" option is not available, you can still save your game. Call up the menu and highlight the "STATUS" option. Hold the **START** button and point the D-pad diagonally in the **Down/Left** position. When the cursor jumps down to the previously unavailable "SAVE" option, quickly press the A button for the save menu.

## WILD WOODY

### Super Cheat Code

At the title screen, hold **Down**, A and C on Controller 1 and hold **Left** and B on Controller 2; you'll hear a magical sound. Start the game and you'll be able to do all kinds of cool tricks with Controller 2. The A button on Controller 2 will refill your energy at any time. Pressing B on Controller 2 gives you a Sketch power-up and a Pencil power-up at the same time; press B repeatedly to fill your book with tons of sketches. If you hold the C button on Controller 2, you can use the D-pad to move Woody around the screen, through enemies and obstacles; place him anywhere you like and release C to start there. Pressing **START** on Controller 2 brings up a full stage-select menu.

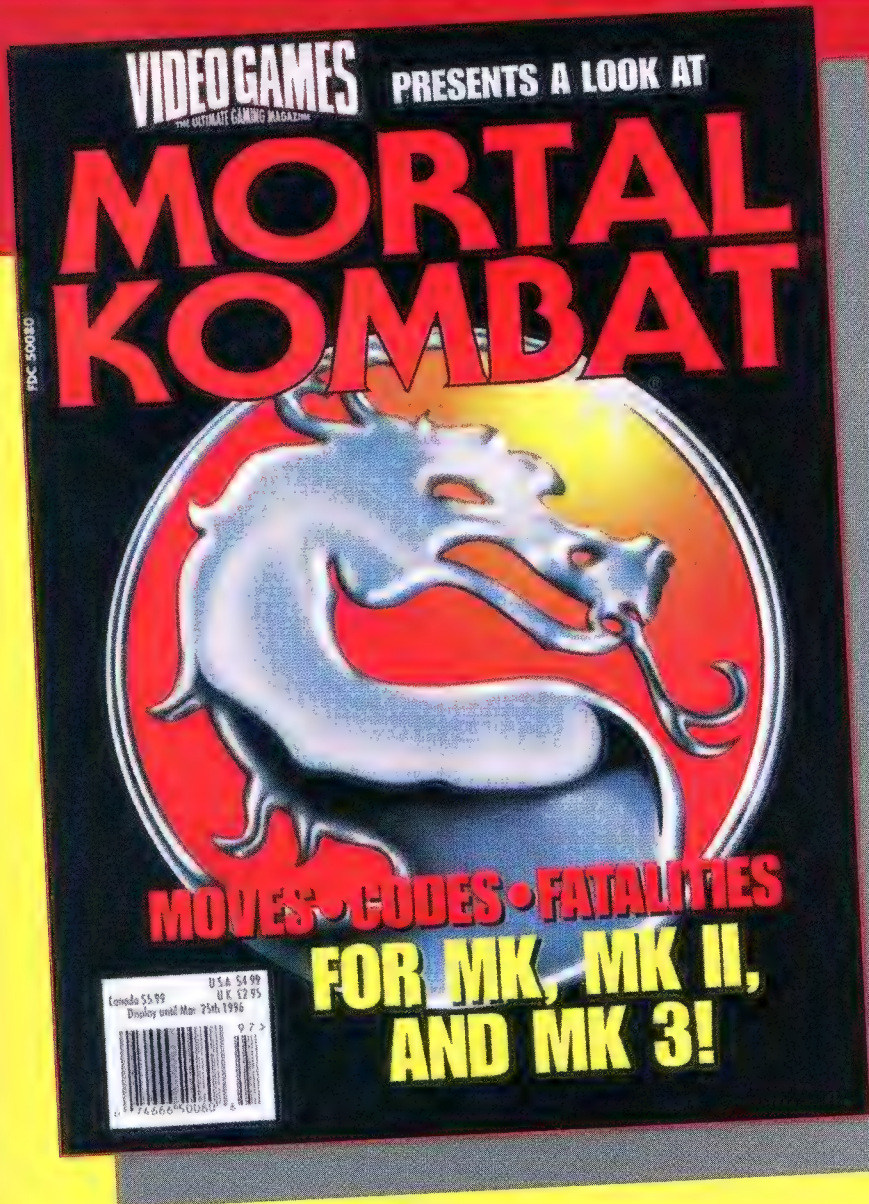
## WWF RAGE IN THE CAGE

### Player vs. Same Player

In a one-player game, select "Player" on the "Opponent Chosen By" screen. When choosing your character, hold **Left** and press C. When you hear the signal that the wrestler has been chosen and the gold "Player" medallion appears by his name, press **Down** on the D-pad. A duplicate of the first character will appear, allowing you the option of picking the same wrestler to be your opponent.



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## BURNING SOLDIER

## Cheat Menu

At the Option menu—the one that says “Music Volume, Player Mode”, etc.—press **L+R+C+X+Right** on Controller 2 all at the same time. The Debug menu offers tons of cool options: Enemy Missile (“None” means the enemies don’t shoot at you), Always Boss Clear (“Yes” means you automatically defeat each boss), Data Stream Jump (“Exist” means that you can skip between the different stages in each area by pressing **L** or **R** on Controller 2), Area Select Menu (a Stage Select), Four Player Mode (which gives you four cursors on the screen so four players can shoot enemies together) and others.

## CORPSE KILLER

**Armor-Piercing Bullets and Datura Quests** If you call up the Cay Noir map and there aren’t any APB or Datura quests, just flip between the “Satlink Map” and “Datapod Info” icons until the “APB Quest” and “Datura Quest” icons appear. **Extra Datura Bullet**

If you don’t have any Datura bullets, you’re in trouble if a Strawman or Reaper appears, because they can’t be killed with regular bullets. If you hold the **A** button and tap **B**, the game kindly gives you a single Datura bullet with which to kill the bad guy; don’t waste it.

## DEMOLITION MAN

## Blood Code

At the title screen, hold the **R** button and rotate the D-pad clockwise until seven splashes of blood appear on the screen. Now you can see blood in the game when you shoot somebody.

## Stage Select

Pause the game on any level, then press **L, A, Up, Down, R, Up**. The passcode box on the paused screen will change to read “#PWR” to indicate that the code is in place. Next, while the game is still paused, press and hold the **B** button to get the level-select to appear in the passcode box. While holding **B**, press **Up** or **Down** to choose a stage, then release **B** to warp there. Check out the bonus VRGN levels that do not appear in the game; they take place in the offices of Virgin Games. Other choices at the stage-select menu include:

**GMOVER**—see the FMV footage for a losing game  
**GMWNNR**—see the “good” ending  
**SCORS**—high-score screen  
**CRDTS**—see the end-game credits  
**LSTNG#BTH**—the game’s sound test menu  
**LOGOS**—reset the machine

## FIFA INTERNATIONAL SOCCER

## Cheat Codes

Each of the following codes should be entered with the **A, B, C, L** and **R** buttons while the game is paused; a message will appear to confirm each one. To deactivate a certain code, just enter it again:

**Invisible Walls:** **A, B, A, C, A, B, A, B, A, C**  
**Crazy Bounce:** **L, A, B, A, R, R, A, C, C, A**  
**Laser Ball:** **L, A, C, R, B, A, L, L**  
**Giant Player:** **B, A, B, A, R, B, A, B, A, R**  
**Big Ball:** **B, C, B, A, L, L, A, B, A, L, L**  
**Metallic Men:** **B, A, R, C, L, B, A, B, A, B**  
**Beefcake Mode (shirtless players):** **R, A, L, B, A, C, L, A, B, A**  
**Radical Curve:** **C, A, R, C, A, B, R, A, B, L**  
**Brute Mode:** **R, A, B, B, A, C, L, L, B, A, C, L**  
**Hot Potato:** **C, R, A, B, B, R, L, A, B, A, B, R**

## FOES OF ALI

## Cheat Mode

Start a game in any mode. When the fight begins, press the **P** button to pause. Then, at the “Pause” menu, hold the **L** and **R** buttons on top of Controller 1 and press **C**. A secret “Cheat Codes” menu will appear. Enter any of the following passcodes to get different effects—but please be aware that some of the cheat codes listed below may crash the game or even reset the 3DO machine in certain

situations.

**TEAM**—Shows a photo of the *Foes of Ali* design team.

**PREBEG**—Shows a photo of European middle-heavyweight champion Ivan Prebeg.

**CROWD**—Removes the crowd from the background to speed the game up slightly; enter the code again to restore the spectators.

**ZIPPY**—Speeds up the game’s frame rate slightly.

**AIAT**—Changes Boxer 1 into a computer-controlled fighter; enter the code again to regain control with Controller 1.

**AIBT**—In a one-player game, this code makes Boxer 2 playable with Controller 2; enter the code again to return control of Boxer 2 to the computer. In a two-player game, this gives control of Boxer 2 to the computer; re-enter the code to restore Controller 2. (This is a great cheat for one-player games—particularly in Tournament or Career mode—because it allows you to stop your opponent from fighting back.)

**PADC**—This code activates Controller 3 for special cheat functions; let’s hope you’ve got a third controller. Once you’ve entered this code, the buttons on Controller 3 will have the following effects:

**A:** Knock down Boxer 2 for six seconds.

**B:** Cut the right eye of Boxer 1. Press this button three times and the referee will stop the fight.

**L** button: End the current round and immediately advance to Round 10.

## Low Blows

You may have thrown a few low blows from time to time by accident, but here’s how to do them on purpose: Point the D-pad diagonally in the **Down/Left** position and press **A** to throw a low blow with your left hand, or point **Down/Right** and press **B** for a low right. Don’t do this too often or you’ll be penalized; you can also be disqualified for low blows.

## GEX

## Free Power-Ups

Most of the power-up items in *Gex* can be activated on demand, whenever you need them. To use these cheats, just press the **P** button to pause the game, then hold the **R** button and enter the code.

• **Blue Firefly** (ice balls): Pause, hold the **R** button and press **Left, C, Down, B, Left, Up, Right, B, A, Left, Left, Down**.

• **Red Firefly** (fireballs): Pause, hold the **R** button and press **Left, C, Down, Right, Right, Down, B, A, Left, Left, Down**.

• **Yellow Firefly** (electricity): Pause, hold the **R** button and press **Left, C, Down, Up, Right, Right, Left**.

• **Grasshopper** (jump higher): Pause, hold the **R** button and press **Left, C, Down, Right, Up, B, B, Right, Right**.

• **Centipede** (run faster): Pause, hold the **R** button and press **Left, C, Down, Right, Up, Up, Up, Right, Right**.

• **Caterpillar** (invincibility): Pause, hold the **R** button and press **Left, C, Down, Up, Up, C, Left, Right, A, Right**.

## 99 Lives

Press the **P** button to pause the game, then hold the **R** button and press **Left, C, Down, Down, Right, A, C, Up, Left, A**.

## Stage Select

You must be at a map screen for this trick to work. At any map screen, press **P** to pause, then hold the **R** button and press **Left, C, Down, Left, Right, Right, Up, Right, Right**. The top-secret stage-select menu will appear. Be careful when using the menu, as some of the options may cause the 3DO to reboot. You may even find some unfinished stages that didn’t make it into the final game.

## GRIDDERS

## Level 25 Code

At the options menu, highlight the **EXIT** option and hold the **X** button. Press **L, A, X** (you have to release the **X** button and then press it again). Now you can practice on the secret level 25 (Telepods).

## Practice Any Level

At the options menu, highlight **EXIT** and

hold **X**. Press **B, A, R, X** (as you did for level 25). Now you can practice any level.

## Level Skip

At the options menu, highlight **EXIT** and hold **X**. Press **P, A, R, A, L, L, A, X** (as in the other cheats). Then, start a new game and press one of the following button combinations:

- Press **R+A** to skip ahead one level
- Press **R+B** to skip ahead five levels
- Press **R+C** to skip ahead ten levels
- Press **R+L** to skip back one level.

## GUARDIAN WAR

## Cheat Menu

Start a new game or load a saved game. When the menu screen (with various locations and flapping flags) appears, press the **L, R** and **C** buttons one after another. The flags should stop flapping. Now press **Up, Down, Left, Right** and a Japanese-text menu appears. Here’s what each of the 14 options does, from top to bottom—note that many of these options can be toggled on and off:

- **Load Game:** Load a saved game or start a new game.
- **Equip:** Examine and equip characters.
- **Shop:** Enter a shop where you can buy and sell EVERY item, piece of equipment and body in the game.
- **Gems +10000:** Increases your Gem total by 10,000.
- **No Battles:** Prevents enemies from attacking you, although you can’t attack them either.
- **Coordinates:** Shows you **X** and **Y** coordinates of your location when in a location, and also your “coordinates” on the main map.
- **Free Movement:** Walk to (almost) any location on the map without clearing previous locations of enemies.
- **All Attacks:** You can use all weapon and magic attacks during battle by choosing from a massive menu.
- **God Mode:** You don’t lose any HP or MP during battle.
- **Map Detail:** Gives you a mind-numbing amount of detail when examining the map of a location.
- **???:** Unknown.
- **???:** Unknown.
- **Basic +1:** Increases the basic level of the currently selected Golem by 1.
- **Class +1:** Increases the class level of the currently selected body or sub-body by 1.

## THE HORDE

## Cheat Codes

Start the game, then hold **Up** on the D-pad and hold down the **A** and **B** buttons before pausing the game. While paused, enter one of the following codes, then unpause to activate the cheat.

**Down, A, Left, Left, Down, A, A, Right:** You immediately finish the current habitat and return to the castle.

**Left, A, A, B, Left, A, Right, Down:** You receive 30,000 Crowns, the maximum amount you can have in the game.

**Left, A, Up, Down, B, A, B:** The entire map of the current habitat is revealed.

**A, Down, Down, Right, A, Down:** This cheat allows you to continue playing even if the entire village is destroyed.

**Right, A, Left, Left, A, Up, B:** Watch all of the video sequences in the game.

**B, Right, A, Left, Left, Down, Right, A, A, Left:** All items and weapons in the game become available for purchase.

**B, Right, A, B:** Chauncey runs around the map twice as fast as normal, as if he’s using the Boots of Boogie. If Chauncey uses the Boots in combination with this cheat, he runs around the map FOUR times as fast.

**B, Up, Right, Down, A, Down, A, Right:** You become invulnerable to damage.

## JAMMIT

## Special Passwords

Use the following passwords with Roxy to access different options:

**DKRBNSN:** 2 Hot **LRNCHLS:** Sweat  
**STPKHNR:** Poison **PLWRHDS:** Slams Only  
**SNYHDN:** Frenzy **STWSPKN:** Cutthroat  
**JNFRBCN:** In 2 it **BBSKNNR:** Boss

## JOHN MADDEN FOOTBALL

## Giant and Midget Refs

Pause the game and press **Right, Down, Left, Up, Right, Down**. When you continue the game, you’ll find that the ref has become a giant. To make the referee small, pause the game and press **Left, Down, Right, Up, Left, Down, Right**.

## MAD DOG MCCREE

## Pause/Continue Trick

If you get shot by a bad guy, quickly press the **PLAY** button, then click on the **CONTINUE** option. You’ll reenter the game at a point just before the bad guy who shot you.

## MAZER

## Power-Up Codes

Just before the start of each level—when the full-screen photo of the current stage name is on the screen—you can earn power-ups by pressing certain controller buttons as follows:

- Press **C, A, B, A** to start the stage with one Super Shield.
- Press **B, A, C, C, B, A** to start the stage with 30 rounds of Triple Attack power.
- Press **B, C, A, C, A, C** to start the stage with 30 rounds of Rapid Fire power.

These codes can be entered by both players in a two-player game; you can also enter a different code for each stage, if you like. Note that the codes do not work in the maze bonus rounds.

## Ultra Power-Up

As above, before the start of each level—when the current stage name is on the screen—press **A, C, C, A, B, B**. You’ll start with a full power-up of all normal abilities except for Turbo, which is doubled. Additionally, whenever your player picks up any power-up, you will regain double Turbo power until the round ends or you are killed.

## Blood Feud

Before the start of any level in a two-player game—when the full-screen photo of the current stage name is on the screen—press **A, A, C, A, B**. The words “BLOOD FEUD” will appear on the screen. In this mode, the object is to compete with the other player; the last player alive wins the match and gets the points for the “Boss Kill” for a normal level. After the initial three drones are destroyed, no additional enemies will appear, and the boss will not be launched. Each round lasts 45 seconds; if time runs out, both players lose a life. A new round begins each time a player is killed until one of the players has no lives remaining.

## Be the Boss

Start a one-player game with Controller 1; then, before the level starts—while the photo of the current stage name is on the screen—press **C, B, B, A, A, C** on Controller 2. The words “P2 BE THE BOSS” will appear on the screen. In this mode, Player 2 controls one of the drones that are attacking Player 1; you’ll see that the controllable drone is a lighter color than the others. Player 2 can also switch to different drones by pressing the **C** button. Best of all, when the boss appears, Player 2 will be controlling it. This code will also work with Controller 1 if you start a one-player game with Controller 2.

## Secret Option Menu

During *Mazer*’s demo mode, press and hold the **L** and **C** buttons on Controller 1. You’ll jump to a secret options menu that allows you to adjust the difficulty level, remove the blood from the game and even test your controllers.

## THE NEED FOR SPEED

## Practice Mode

At the Options menu, highlight “Skill Level” and quickly press **X, R, A, L** in rapid succession, continuing to hold each button so that all four are held down at the end of the sequence. This is tough; it must be done extremely fast. The “Skill Level” indicator will turn from yellow to pink. Start playing the game and there will be no traffic or cops. (No





records or scores can be saved in this mode.)

#### Driving Team Picture

Select the "Wall of Fame" and wait until the game credits appear. Press **R** to see a photo of the programmers; press **L** to return to the normal background.

#### Turn Off Dashboard

During the game, switch to the first-person cockpit view and press **Up**, **L** and **A** on Controller 2 at the same time. The normal cockpit will be replaced by a colored band with a speedometer and rear-view mirror. Press **Up**, **L** and **A** repeatedly to turn off the rear-view mirror, the speedometer or return to the normal cockpit. This trick also boosts the game's frame rate.

#### Vs. Rocket Scooter

Play the game for at least ten seconds, then pause to go into instant replay. Rewind to the start of the replay buffer. Press **R**, **Down** and **B** simultaneously on Controller 2. Quit your race and start a new one; you'll be racing against a rocket scooter.

#### Winter Driving Practice Mode

Play the game in Practice Mode (see above) for at least ten seconds. Go into instant replay and rewind to the start of the replay buffer. Press **B** on Controller 1 plus **X**, **P** and **C** on Controller 2. If you did the code correctly you will see the "Car Crashed" info flash on the screen for a second. Quit the game and choose to race against the clock on Alpine track. When you get to Segment 3 of Alpine track, the road will be covered with black ice.

#### Nitro Charging Performance Boost

Enter a game and immediately press **L**, **R** and **Up** on Controller 2 plus **L**, **R** and **C** on Controller 3. A car crash message will flash on the screen. Exit the game and, in all subsequent games you play, engine torque and power will be increased by 20% for the faster cars and 30% for the slower ones to keep them all at the same level.

#### Traffic Jumping

Start a game and during the loading screens simultaneously press and hold **L**, **R** and **Left** on Controller 1. Quit the game and start a new race. This time, during the loading screens simultaneously press and hold **L**, **R** and **Up**, then quit when you start the race. Restart the race again and during the loading screen press and hold **L**, **R** and **Right**, then quit the race when it starts. Restart again and during the loading screen press and hold **L**, **R** and **Down**. This time, don't quit; start driving and, when you see any traffic, press the **X** button (hand brake) to watch the cars fly in the air around you.

#### OFF-WORLD INTERCEPTOR

##### Extra Spending Money

Go to the OPTIONS screen and highlight "CONTROLS." Now press **A**, **B**, **C**, **A**, **B**, **C**, **A**, **B**, **C**, **A**, **B**, **C**, **A**, **B**, **C**, **L** (that's ABC six times, then the **L** button.) You'll hear a whirring sound; now start the game in either Story or Arcade mode, and you'll find that you have tons of extra money to buy weapons, armor and power-ups.

#### OUT OF THIS WORLD

##### Secret Game

Go to the Password screen and enter the code **BRGR**. Press "OK" and you'll go to a Breakout-style game called *Stalactics*. Press **A** to start the game and position the paddle beneath the stalactics to send them back into the ceiling.

##### Weird Screen

During the *Out of This World* demo sequence—the one with the guy and the car—hold the **L** and **R** buttons on top of the controller. Keep holding them through the "Start Game/Password" screen and a secret screen will appear.

#### PLUMBERS DON'T WEAR TIES

##### Remove "Censored" Symbols

To remove the "censored" symbols from

this adventure, press **Up**, **Down**, **Right**, **Left**, **Down**, **Right**, **X** while the girl is talking at the start of the game.

#### REBEL ASSAULT

##### Stage Skip

To warp your way through the stages of *Rebel Assault* with ease, start the game and wait for the LucasArts logo to spin onto the screen. As soon as it starts to appear, press **Up+A**, **Down+A**, **Left, A**, **Right+A**; repeat this code until you hear a bell ring and a chorus of voices singing, "LucasArts!" With this cheat in place, start the game. When you want to skip any stage, just press the **C** button to be warped instantly to the next one.

#### RETURN FIRE

##### Stage Select

Enter the password **WOLF** to access any level in a one- or two-player game.

##### Debug Menu

With the **WOLF** password in place as described above, start a game and press **L+R+P** simultaneously. You'll get a debug menu that allows you to change the game's frame rate, listen to the audio and place the enemy flag in the first building you destroy.

#### SHADOW: WAR OF SUCCESSION

##### Cheat Mode

At the difficulty selection screen, press **Down**, **Down**, **Left**, **Right**, **Up**, **Up** on Controller 1. This turns on the cheat mode. During a match, press the **L** button to instantly kill your opponent.

#### SHOCKWAVE

##### Cheat Mode

Press the **PLAY** button to pause the game, press **B**, **A**, **C**, **A**, **A**, then press **STOP** to unpause. This gives you access to the game's cheat mode. With this code in place, try the following tricks.  
Super Missiles: Pause, then press **C**, **A**, **A**, **B**, **A**, **X**.  
Super Lasers: Pause, then press **C**, **A**, **A**, **B**, **A**, **C**, **A**, **X**.  
Smart Bomb: Pause, then press **A**, **C**, **A**, **B**, **A**, **C**, **A**, **A**, **X**.  
Invincibility: Pause, then press **A**, **B**, **A**, **C**, **A**, **A**, **B**, **A**, **X**.  
Display Player's Name: Pause, then press **B**, **A**, **B**, **X**.  
Display Programmers Message: Pause, then press **B**, **A**, **C**, **A**, **C**, **A**, **X**.

#### SHOCKWAVE: OPERATION JUMP GATE

##### Cheat Codes

Pause the game and enter the following codes for subsequent cheats:  
Skip Mission: **B**, **A**, **C**, **A**, **A**, **X**.  
Increase Mission Number: **C**, **A**, **A**, **A**, **C**, **A**, **X**.  
Super Missiles: **C**, **A**, **A**, **B**, **A**, **X**.  
Super Lasers: **C**, **A**, **A**, **B**, **A**, **C**, **A**, **X**.  
Smart Bomb: **A**, **C**, **A**, **B**, **A**, **C**, **A**, **A**, **X**.  
Invincibility: **A**, **B**, **A**, **C**, **A**, **A**, **B**, **A**, **X**.  
Refill Weapons: **B**, **A**, **A**, **A**, **B**, **A**, **X**.  
Display Player's Name: **B**, **A**, **B**, **X**.  
Display Programmers Message: **B**, **A**, **C**, **A**, **C**, **A**, **X**.  
Bonus Level  
Complete the game and wait through the credits. There's a bonus level to play called *Cake Walk*.

#### SOCCER KID

##### Stage Select

At the title screen, press **Up**, **Down**, **Up**, **Down**, **Left**, **Up**, **Down**, **Up**, **Down**, **Right**. You'll hear a voice say, "Hey, that's the cheat model!" Press **B** while the voice is speaking, and you'll get a level-select option at the bottom of the options menu. Press **Left** or **Right** to choose a different starting stage.

#### SPACE HULK

##### Cheat Menu

When you see the two doorways at the start of the game, hold the **R** button on top of the controller and press **A**, **B**, **Right**, **A**, **C**, **A**, **B**, **Right**, **A** ("abracadabra"). You'll be warped to a top-secret cheat menu with dozens of cool

options, including invincibility, infinite freeze time, infinite ammo, a campaign select and more.

#### SPACE PIRATES

##### Secret Scene

First, rescue the commander. After you enter the transporter, choose the TV monitor at the lower-left corner of the screen. When you arrive at that scene, you'll see a cow's skull on the ground. Shoot the skull several times to see a hidden scene with Mad Dog McCree.

#### STARBLADE

##### Super Rapid-Fire

When the title screen fully appears, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **A**, **A**, **B**, **B**, **C**. Now start the game and hold the fire button down to blast like crazy.

##### Infinite Continues

When the title screen fully appears, press **Up**, **Right**, **Down**, **Left**, **A**, **B**, **C**, **Up**, **Left**, **Down**, **Right**. Instead of the usual three continues, you'll be in "Free Play" mode.

#### STELLAR 7: DRAXON'S REVENGE

##### Infinite Energy & Power-Ups

Enter the following code at the main menu with the **L** and **R** buttons on top of Controller 1: **L**, **R**, **R**, **L**, **R**, **L**, **L**, **L**, **L**, **L**, **L**, **L**, **L**, **L**, **L**, **L**, **L**, **R**. You'll see the *Stellar 7* insignia change to "Wimpy 7" as the word "CHEATER" appears briefly over Draxon's face. Now when you start the game, you can press the **L** button to refill your energy at any time and press **R** whenever you need to replenish your supplies.

#### SUPER WING COMMANDER

##### Debug Menu

At the Lounge screen, hold **X** and press **B**, **B**, **C**, **C**, **A**, **A**. You should hear a sound. Now release **X**, press and hold the **L** and **R** buttons and press **P**. A debug menu will appear with options that allow you to change the game's sound levels, watch all of the FMV clips or set system flags. Set **KILLABLE** to "False" and you can't die. Set **BANGABLE** to "False" and you can't run into other ships. Set **PICKER ACCESS** to "True," then return to the Lounge and cycle through the options until you hear "Choose Campaign" or "Choose Mission," allowing you to play any stage. Set **FINGER OF DEATH** to "True" and you can destroy any target instantly during battle by holding the **L** and **R** buttons and pressing **B**. Be sure you have a ship targeted when you do this or you will destroy every ship in range, including your wingmen or even the Tiger's Claw itself!

#### SYNDICATE

##### Cheat Password

Start the game and choose "Configure Company" from the main menu. Select the "Company Name" option and enter "NGOR MAT" as the name of your company (with a space between the "R" and the "M.") Now choose "Begin Mission"; you'll find that every location on the map is available for you to play. You'll also have tons of extra money to buy as many agents and weapons as you want.

#### TOTAL ECLIPSE

##### Stage Select

Go to the Options screen and select the "Quit/Previews" box. When you're there, hold the **X** (Stop) button down and press **B**, **L**, **A**, then release **X** and press **B**, **L**, **A**, **B**, **L**, **A**. If you do the cheat correctly, you'll hear the sound of a blast door opening, and the Crystal Dynamics logo will appear in the Options box along with the Stage Select.

#### WAY OF THE WARRIOR

##### Boss Codes

Go to the NAMES option on the main menu and enter the name "A GAVIN" (with a space between **A** and **GAVIN**)

and the birthday JUN 11 1970. Now, at the character-select screen in *Versus Mode*, you can choose Kull by moving the cursor to *Crimson Glory* and pressing **Right**. To play as other boss characters in *Versus Mode*, follow these same instructions with the following names and dates:

- High Abbot—"J RUBIN" JAN 6 1970
- Voodoo—"EVIL" JUN 6 1966
- Major Trouble—"BAD BOY" FEB 4 1908
- Black Dragon—"WYVERN" MAR 9 1927
- Gulab Jamun—"GULAB" FEB 29 1900

#### Psychedelic World

Go to the NAMES option on the main menu and enter the name "PARANOID" and the birthday MAY 5 1975. Now go to the ARENA option where you'll find a new stage called "Cave." In this background, every frame of your character's animation will remain on the screen as you move, which makes for some freaky effects.

#### Secret Background

Go to the NAMES option and enter the name "TAJ MAHAL" and the birthday JAN 1 1901. Now go to the ARENA option where you'll find a new secret stage called "Garden."

#### Speed Code

Go to the NAMES option and enter the name "SPEED" and the birthday AUG 8 1980. Now go to the ARENA option and select "Cave"; you'll fight in another new area where the action is twice as fast.

#### Tug-of-War Mode

Go to the NAMES option and enter the name "TUGAWAR" and the birthday APR 16 1964. Now go to the ARENA option and select "Cave"; you'll be fighting in an alley stage with a single tug-of-war energy bar.

#### Hidden Space War Game

Select the two-player "VS" mode. The player on the right should select a character, point the D-pad diagonally in the **Down/Right** position and also hold the **A**, **B**, **C** and **START** buttons. The left player should choose a character, point the D-pad diagonally in the **Up/Left** position and also hold the **L**, **R** and **START** buttons. You'll enter a hidden *Space War* game that allows up to four players to participate simultaneously.

#### WING COMMANDER III: HEART OF THE TIGER

##### Cheat Menu

To access a cheat menu, you need to reach the "New Game/Load Game/Continue" menu screen. (This screen will appear automatically if you have a saved game in memory; if you can't get there, the easiest thing to do is to fly the first mission and get killed. The "Continue" menu will appear after the "Funeral.") At the "Continue" menu, press and hold the **L** button, then press and hold the **P** button; you'll see the cursor cycling through the available options. Continue to hold those buttons down and press **A** while the word "Continue" is highlighted. You'll get a debug menu with tons of options. Some of them simply don't work ("Gameflow Flags," "Test Stream" and "Test SFX") and others will prevent you from returning to the game without restarting the machine (the words "C to exit" will disappear from the main menu). "Pick Mission" allows you to play any mission. "Play Movie" and "Play Inflight Movie" allow you to watch the game's FMV scenes. "Show Sprites" and "View Objects" let you see the items and backgrounds. If you choose "System Flags" and change the first two options to "False" and start the game, you can't be killed, you can't crash into any other ships and, when your weapons are locked on to an enemy, hold **X** and press **A** to instantly kill them with the "Finger of Death." You can return to the debug menu at any time by holding **L** and pressing **P**; you may need to do this during a mission to change the system flags.





## AX BATTLER—A LEGEND OF GOLDEN AXE

### Passwords

Firewood Town—IMKP IIHE OGIIH NNP  
Turtle Village—BNLK LPAG HMGH NOGO  
Sand Marrow—AOEC DLCD PNPFBP  
Holmstock—EIIN PMOK PNGI CLJD  
Brookhill—CPGG CIAK AEFF OPKO

## AYRTON SENNA'S SUPER MONACO GP II

### Ending Password

Choose the "World Champion" mode and enter the password "CHAM-PION." You'll skip to the ending sequence with full credits.

## BATMAN RETURNS

### Sound Test

Hold the **START** button when you turn the Game Gear on. The Sega logo will appear and, when the logo fades, you'll access a "Sound Test" menu. Press the 2 button to hear each sound.

## DEFENDERS OF OASIS

### Sound Test

At the title screen, hold the D-pad in the **Up** position and press **START**. Note that there are also 49 sound effects and three voice effects on the menu; press **Right** or **Left** while the cursor is pointing to one of these items and you'll get extra sounds.

## ECCO: THE TIDES OF TIME

### Cheat Menu

Use Ecco's sonar to bring up the map screen, then press **Left**, 1, 2, **Down**, 2, **Up**.

## FANTASY ZONE

### Cheat Menu

At the title screen, wait for the words "PUSH START BUTTON" to appear, then carefully press **Up**, **Right**, **Down**, **Left**, 1, 2, 1, 2, **START**. A secret "Config Mode" menu will come up, giving you the option to change the number of lives, change the difficulty setting, start at any stage, earn extra money or access a sound test.

### Invincibility

Access the cheat menu as described above and highlight the "MODE" option. Hold **Left** on the D-pad and press 1+2 simultaneously; the Mode setting will change to "UNDEAD".

## KRUSTY'S FUN HOUSE

### Super Passwords

Level 2: SELMA  
Level 3: SCRATCHY  
Level 4: SKINNER  
Level 5: GROENING

To start the game with every single door unlocked, enter the password TRACY. This gives you

immediate access to the entire Fun House.

## LEMMINGS

### Level Select

When you see the lemming pulling the Sega logo on a cart, hold buttons 1 and 2 while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that you've activated the cheat correctly. Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a stage-select option at the bottom; just press **Left** or **Right** on the control pad to choose a starting stage.

## MORTAL KOMBAT

### Arcade Mode

Like the Genesis *Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press 2, 1, 2, **Down**, **Up**. The screen will say "Now entering Kombat"—prepare yourself for some blood 'n guts.

## NBA JAM

### Special Guest Players

To find the hidden characters, follow the specific instructions for each player listed below.

Mark Turmell: Enter MJ, highlight "■" (the space character), press and hold **Up** (which will highlight the T), hold **START** and 2 and press 1.

Sal DiVita: Enter SA, highlight M, press and hold **Left** (which will highlight the L) and press 1.

Jamie Rivett: Enter RJ, highlight Y, press and hold **Up** (which will highlight the R) and press 1.

Bill Clinton: Enter AR, highlight R, press and hold **Up** (which will highlight the K), hold 2 and press 1.

Al Gore: Enter NE, highlight M, press and hold **Down** (which will highlight the T), hold 2 and press 1.

Dan "Weasel" Feinstein: Enter SA, highlight Y, press and hold **Left** (which will highlight the X) and press 1.

Asif "Chow-Chow" Chauhdri: Enter CA, highlight S, press and hold **Left** (which will highlight the R), hold 2 and press 1.

Tom "Scruff" Rademacher: Enter RO, highlight K, press and hold **Up** (which will highlight the D) and press 1.

Eric "Kabuki" Kuby: Enter QB, highlight T, press and hold **Down** (which will highlight the space character) and press 1.

Eric "Air Dog" Samulski: Enter AI, highlight Y, press and hold **Up** (which will highlight the R), hold 2 and press 1.

Warren Moon: Enter UW, high-

light F, press and hold **Up** (which will highlight the space character), hold **START** and press 1.

George "P-Funk" Clinton: Enter DI, highlight R, press and hold **Right** (which will highlight the S), hold 2 and press 1.

### Secret Power-Ups

The following cheats will give you different power-ups and interesting effects (Shot Percentage Indicator, "Juice Mode," Power-Up Defense, Power-Up Fire). These cheats must be performed at the pregame screen that says "Tonight's Match-Up."

Shot Percentage Indicator: Press the 2 button, then press and hold 2 and **Down** until the tip-off.

"Juice Mode": Press the 1 button 13 times, then press and hold 1 and 2 until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the 1 button 15 times.

Power-Up Defense: Press the 1 button five times.

Power-Up Fire: Press the 2 button seven times, then press and hold 2 and **Up** until the tip-off.

Power-Up Dunks: Rotate the directional pad 360° and press the 1 button 13 times.

## PSYCHIC WORLD

### Sound Test/Level Select

Press and hold **Up** and **Left**, 1 and 2 then press **START** at the main title screen. You should see "Special Mode" on the screen along with "Sound Test ED." You can adjust the ED by pressing **Up** to increase the number of the test. If you press 1 and 2 while it reads ED, a number will appear on the last line, and it should now read "Round NO 1." Press **Up** or **Down** and you can scroll through and pick which of the four levels to start at. When you begin play on any of the four, you'll start with all the items you would have normally received playing to that point.

## QUEST FOR THE SHAVEN YAK STARRING REN HOËK & STIMPY

### Passwords

AURGHH—The Stinking Dry Desert

ZONNNK—The Stinking Wet Bayou

YYYOWW—The Perilous Mount Hoëk

ZOWCHH—The Great Frozen North

## SAMURAI SHODOWN

### Play As Amakusa

Press X three times while the Takara logo is on the screen. Start a one-player game, and you'll find that the end boss, Amakusa, is now one of the selectable characters. He also becomes playable when you have finished the game with any of the other original 11 characters.

## SHINING FORCE: THE SWORD OF HAJYA

### Rename Characters

After choosing a name for the main character, put the cursor on "END," hold the **START** button and press 2. Prince Nick will appear on the screen; give him a new name, then put the cursor on "END," hold the **START** button and press 2 again to access the character name configuration menus for the rest of your team.

### Excellent Mode

Press **Down** several times as the letters of the Sega logo are shuffling around on the startup screen. You'll hear a warping noise to confirm the code, and you should see the word "EXCELLENT" on the title screen. This may or may not have any effect on game play.

## SHINOBI

### Sound Test

At the title screen, hold down button 2 and **Up** while pressing **START**.

## SONIC THE HEDGEHOG 2

### Stage Select

At the title screen, "Tails" blinks his eye once, then—in quick succession—a second and third time. To perform the code, point the control pad to the lower left position and hold it there while you press and hold the 1 and 2 buttons. While holding those buttons down, you must press **START** when "Tails" blinks his eye for the third time. It's not easy to do it at first; you have to catch him at the exact moment when his eye is completely shut. If your timing is right, you'll hear a chime and the stage-select menu will appear.

## SONIC CHAOS

### Sound Test+Fireball

To access a sound-test menu in *Sonic Chaos*, press **Down**, **Down**, **Up**, **Up**, **Left**, **Right**, **Left**, 1, 2, **START** while the words "Press Start Button" are flashing on the title screen. At the sound-test menu, press **Up** or **Down** to change the sound numbers and press 2 to hear the sounds. Rotate the D-pad in a quarter-circle **Down**, **Down/Right**, **Right** and press 1 or 2 to make Sonic throw a fireball.

## SPACE HARRIER

### Hard Mode

Hold the 1 button when turning on the Game Gear; the word "HARD" will appear on the screen as the Sega logo fades.

### Easy Mode

Hold the 2 button when turning on the Game Gear; the word "EASY" will appear on the screen as the Sega logo fades.





## ATARI JAGUAR SYSTEM

## Atari Screen Tricks

At the introductory Jaguar screen, you can hold the **PAUSE** button and press **Up** or **Down** on the D-pad to change the size of the spinning Jaguar cube. Press **Left** or **Right** on the D-pad while holding **PAUSE** to change the speed and/or direction of the rotation.

## ALIEN VS PREDATOR

## Code 1

This code only helps players using the Marine. Start the game, then hold **PAUSE** and **OPTION**. Simultaneously press and release 1+3 keys simultaneously; the word "PAUSED" will disappear, but the game will still be paused. While continuing to hold **PAUSE** and **OPTION**, press 2+5+7+9 at exactly the same time. You'll hear the Predator laugh. The following functions have now been enabled: Security Clearance: Press **OPTION+6** to raise security level. Press **OPTION+9** to lower security level.

Motion Tracker: Press **OPTION+8** to toggle tracker on and off.

Weapon Access: Press **OPTION+1**, **OPTION+2**, **OPTION+3** or **OPTION+4** to access different Marine weapons.

All Weapon Recharge: Hold **OPTION+1+2+3+4** at the same time.

## Code 2

This code is for Predator, Alien or Marine players. Start the game, press **PAUSE**, then **OPTION**, then 6, then 1+3 at the same time, then punch in the following code: **B, A, 9, A, 9, A, \*, OPTION, 6, #, \*, \*, OPTION, 2, OPTION**. This gives you all the functions listed for Code 1, but the main function of Code 2 is that you will never run out of ammo, as the bars will replenish themselves as long as you had something from the start. That is, if you don't have any smart-gun ammo when you activate the cheat, you still won't have any once it's turned on, at which point you must use the ammo replenish function as described in Code 1.

Other changes are as follows: **OPTION+A** raises you a level in the base. **OPTION+B** lowers you a level in the base. **OPTION+5** toggles Cheat Mode on and off.

## BUBSY IN FRACTURED FURRY TALES

## Passwords

Level 2—392652  
Level 3—458227  
Level 4—958936  
Level 5—739294  
Level 6—184792  
Level 7—812615  
Level 8—781367  
Level 9—126712  
Level 10—236721  
Level 11—673167  
Level 12—792323  
Level 13—672328  
Level 14—782389  
Level 15—672345

## CLUB DRIVE

## Secret Stage

Choose the "World" option; at the

map screen, press 2 and 4 on the keypad. When you return to the main menu, you'll see a new world called "Planet Todd."

## Change Camera Angle

During the game, press 6 and 8 on the keypad to get three rows of debug numbers in the corner of the screen. Now try pressing different numbers on the keypad to get different camera angles.

## DOOM

## "God Mode" (Invincibility)

Start the game and press the **PAUSE** button. Hold down the star button (\*) and press **PAUSE** again. You'll see your character's eyes turn yellow, indicating that you are invincible.

## Full Power-Up Charge

Start the game and press the **PAUSE** button. Hold down the pound button (#) and press **PAUSE** again. You now have full health, armor, keys, weapons and ammo.

## Level Warps

To skip levels, start the game and press the **PAUSE** button. Then hold down the appropriate buttons as shown below to warp instantly to any level you choose.

Area 1: Hold C+1 and unpause

Area 2: Hold C+2 and unpause

Area 3: Hold C+3 and unpause

Area 4: Hold C+4 and unpause

Area 5: Hold C+5 and unpause

Area 6: Hold C+6 and unpause

Area 7: Hold C+7 and unpause

Area 8: Hold C+8 and unpause

Area 9: Hold C+9 and unpause

Area 10: Hold A and unpause

Area 11: Hold A+1 and unpause

Area 12: Hold A+2 and unpause

Area 13: Hold A+3 and unpause

Area 14: Hold A+4 and unpause

Area 15: Hold A+5 and unpause

Area 16: Hold A+6 and unpause

Area 17: Hold A+7 and unpause

Area 18: Hold A+8 and unpause

Area 19: Hold A+9 and unpause

Area 20: Hold B and unpause

Area 21: Hold B+1 and unpause

Area 22: Hold B+2 and unpause

Area 23: Hold B+3 and unpause

Area 24: Hold B+4 and unpause

## EVOLUTION: DINO DUDES

## Turn Off the Timer

At the password screen, press <AC> to clear out the password and enter TIME STANDS. Press <OK> and you'll hear a thunderclap to indicate that you entered the first password correctly. Press <AC> again to clear out the password and enter STILL FOREVER. Press <OK> and you hear a belch to indicate that the timer has been deactivated.

## Infinite Dino Dudes

This code is entered in the same way as the timer cheat. At the password screen, press <AC>, enter ONCE DEAD and press <OK>. After the thunderclap, press <AC>, enter TWICE BORN and press <OK> to hear the belch. You now have infinite Dino Dudes.

## Passwords

Level 10: HARD ROCK  
Level 20: LOG PLUME  
Level 30: TRIBAL DANCE

Level 40: SOUR BELLY  
Level 50: FREE WHEELING  
Level 60: SCHOOL ZONE  
Level 70: NEVER READY  
Level 80: SPACE TO LET

## HOVER STRIKE

## Night Missions

Press **Up+A+B+C+7** simultaneously at any time during game play to turn the current stage into a night mission.

## Secret Codes

Each of the following codes works at the Mission Select screen.

- Rotate the globe: Press 4 or 6
- Jump ahead one level: Press 2+4+6+7+8+9 simultaneously
- Extra Lives: Press 3+6+9+\* simultaneously
- Alternate graphics for external monitor view: Press C+Right+1+4+5
- Invincibility: Press 3+4+6+7+Down

Secret Bonus Mission Level 1: Press 2+3+6+Up

Secret Bonus Mission Level 2: Press 2+6+7+8+Down

Secret Bonus Mission Level 3: Press 3+5+6+Right

Secret Bonus Mission Level 4: Press 2+5+6+Up

Secret Bonus Mission Level 5: Press 3+4+6+7+Down

Note: To access a secret bonus mission, enter the code, then cycle through the available missions until you see a photo of the game's development team.

## IRON SOLDIER

## Insane Mode

Press 6, 8, 2, 4 at the Options screen. Now there's a new difficulty setting called "Insane."

## Unlimited Firepower

Press 2, 7, 2, 8, 3, 7 at the Options screen.

## Stage Select/Weapon Select

Press 3, 7, 6, 6, 8, 2, 4, 2 at the Options screen, then start the game. Now you can choose any level and arm yourself with any weapon.

## KASUMI NINJA

## Death Moves

Note—All death moves are performed while close to your opponent except for Danja, who must be standing far away.

Alaric: Right, Left, Right, B

Chagi: Right, Left, Right, A

Angus MacGreggor: Right, Left,

Down

Danja: Up, Up, Left

Senzo: Up, Down

Habaki: Left, Up

Pakawa: Right, Down, Right, Left,

Up, Down

Thundra: Up, Up, Right

## TEMPEST 2000

## Level Skip

This trick works in all of the solo Tempest modes: Traditional Tempest, Tempest Plus and Tempest 2000. At the Game Selection menu, choose which version of the game you want to play by placing the cursor next to the correct option. Start the game by holding down 1, 4, 7 and \* on the numeric keypad and pressing A. If you've

done it right, you will hear a slowed down version of the "Excellent" menu prompt. Once the code is in place, you can skip a level at any time during the game by pressing **OPTION**.

## Bonus Stage Warp

First choose the *Tempest 2000* mode at the Game Selection menu and enable the cheat as described above. Start the game with the cheat in place as before, but before you press **OPTION**, hit the 3 and 6 keys simultaneously on the numeric keypad. If you've done this correctly, the words "Warp Enabled" will appear on the screen. Now press **OPTION** to warp to the next between-round bonus level.

## WOLFENSTEIN 3-D

## Music Test

Press the # key on the control pad while the sphere is rotating before the title screen.

## Level Select

Put the star next to "New Game" at the main menu screen and hold the 1, 3, 7 and 9 buttons on the control pad. The level select menu should appear. Now you can choose any of the game's 30 levels, including the two bonus stages in Missions Three and Six.

## Invincibility

Enter 4, 6, 6, 8 to become invincible. You'll see a gold band appear around B.J.'s on-screen health head. Repeat this code to turn it off.

## Finish and Restart Level

Type 4, 6, 9, 6 to end the current level and restart at the beginning.

## Level Skip

Type 4, 7, 8, 6 to finish the level you are on and skip to the next stage.

## Debug

Type 4, 8, 8, 7 to see the programmers' debugging coordinates on the screen. Type the code again to turn them off.

## Full Weapons, Ammo and Keys

Type 4, 9, 9, 6 and you will get the big guns, ammo and keys.

## ZOO L2

## Skip to Blueberry Hill Stage

Press 7, 7, 7, 4, 9 at the options screen.

## Skip to Tooting Common Stage

Press 8, 8, 5, 6, 3 at the options screen.

## Skip to Snaking Pass Stage

Press 3, 3, 6, 6, 6 at the options screen.

## Skip to Mount Ices Stage

Press 1, 1, 9, 6, 8 at the options screen.

## Skip to Mental Blockage Stage

Press 9, 1, 2, 6, 6 at the options screen.

Make the Bonus Round Appear After Every Level

Press 3, 1, 8, 6, 7 at the options screen.

## Invincibility

Press 1, 1, 2, 7, 5 at the options screen.

## 99 Lives

Press 3, 1, 9, 6, 5 at the options screen.



# WIN VIDEOGAMES TIPS & TRICKS PRIZES!

It's simple: Just fill out the questionnaire below and send it to **TIPS & TRICKS Reader Survey, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211** before April 2, 1996. We'll pick 100 responses and send each lucky winner a *TIPS & TRICKS* baseball cap—free! Subscribers: If you are among the chosen ones, you'll win a secret surprise gift!

Name: \_\_\_\_\_

Address: \_\_\_\_\_

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Age: \_\_\_\_\_

☐ Male ☐ Female (check one)

1) How did you obtain this copy of *TIPS & TRICKS*?

- ☐ Newsstand
- ☐ Subscription
- ☐ Friend
- ☐ Other \_\_\_\_\_

2) How much time did you spend looking at this issue of *TIPS & TRICKS*?

- ☐ 30 minutes or less
- ☐ 30 minutes to 60 minutes
- ☐ 60 minutes to 90 minutes
- ☐ 90 minutes to 120 minutes
- ☐ 120 minutes or more

3) In addition to yourself, how many people will look at this issue of *TIPS & TRICKS*?

- ☐ 0 ☐ 4
- ☐ 1 ☐ 5
- ☐ 2 ☐ 6
- ☐ 3 ☐ 7 or more

4) What will you do with this copy of *TIPS & TRICKS* when you are finished with it?

- ☐ Save it
- ☐ Give it to a friend
- ☐ Discard it
- ☐ Recycle it

5) Which of these magazines do you read regularly? (check all that apply)

- ☐ GamePro
- ☐ Electronic Gaming Monthly
- ☐ EGM2
- ☐ VideoGames
- ☐ Game Fan
- ☐ Game Informer
- ☐ Game Players
- ☐ Next Generation
- ☐ Dimension 3
- ☐ Flux

6) What is your favorite type of game?

- ☐ Action/Platform
- ☐ Adventure
- ☐ Driving
- ☐ Fighting
- ☐ Role-Playing
- ☐ Sports
- ☐ Strategy/Puzzle

7) Do you play arcade games?

- ☐ Yes ☐ No

8) What type of game system(s) do you own? (check all that apply):

- ☐ Sega Genesis
- ☐ Sega CD
- ☐ Sega 32X
- ☐ Sega Saturn
- ☐ Sega Game Gear
- ☐ Sega Nomad
- ☐ Sega Master System
- ☐ Super Nintendo Entertainment System
- ☐ Nintendo Entertainment System
- ☐ Nintendo Game Boy
- ☐ Nintendo Virtual Boy
- ☐ Sony PlayStation
- ☐ 3DO Multiplayer
- ☐ Atari Jaguar
- ☐ Atari Jaguar CD
- ☐ Atari Lynx
- ☐ NEC TurboGrafx-16/TurboDuo
- ☐ Philips CD-i

9) Out of the above list of game systems, which do you play most often (including arcade games)?

10) Which game system—if any—do you plan to buy within the next six months?

11) How many games do you plan to purchase within the next six months?

- ☐ 1 to 3 ☐ 5 to 7
- ☐ 3 to 5 ☐ 7 or more

12) Which games would you like to see covered in future issues of *TIPS & TRICKS*?

## FOLLOW THESE EASY STEPS!



Carefully fill in the answers to the questions. Be sure to include your name, age and full address.



Cut out the survey with scissors, or just rip out the page if you're not allowed to play with sharp objects.



Mail it in a stamped envelope to *TIPS & TRICKS* Reader Survey, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.



If you're one of our 100 lucky winners, you'll receive a *TIPS & TRICKS* hat or a surprise gift!

**Thanks for participating in our reader survey! Your answers will help us to make *TIPS & TRICKS* a better magazine by bringing you the kind of information you want about the games you like for the system you own. Good luck!**





## FIGHTING-GAME TOP 5 LISTS

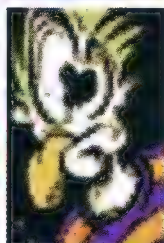
Each month, **TIPS & TRICKS** teams up with **Catapult Entertainment** to bring you a recap of the top fighting-game fanatics who have dominated the **XBAND** Video Game Modem and Network, defeating foes from all over the country. This issue's lists cover the month ending **January 1, 1996**. If you want to get into **XBAND**, stop by your local Electronics Boutique, Software, Etc., Babage's or Toys 'R' Us store, or visit Blockbuster Video and check out the **XBAND** instructional/demo video—it's a free rental!

**GENESIS**


1. \*NOTHINGNESS (Philadelphia, PA)—138 wins
2. O.G. (Hayward, CA)—114 wins
3. ReZNoR (Granada Hills, CA)—97 wins
4. THE GAME DEMON (Cudahy, CA)—82 wins
5. "MYSTIC NIGHT" (Fort Worth, TX)—77 wins



1. \*THE MASTER JON (Decatur, GA)—235 wins
2. \*STORM SHADOW (Stone Mtn., GA)—226 wins
3. Darkstalker (Marietta, GA)—201 wins
4. THE UNKNOWNXXX (New York, NY)—170 wins
5. MORTAL MAGICIAN (Pennsauken, NJ)—148 wins



1. \*Da Klepto Maniac\* (Belleville, NJ)—16 wins
2. DysleXia (Cupertino, CA)—10 wins
3. -The GReaT DuFF- (Vallejo, CA)—8 wins
4. Ghost Rider\* (West Orange, NJ)—6 wins
5. KORN (Fresno, CA)—5 wins

**SUPER NES**


1. Briareos (Dallas, TX)—234 wins
2. REBEL ALLIANCE (Sun Valley, CA)—163 wins
3. HAN SOLO (Hollywood, CA)—161 wins
4. Champion (Hollister, CA)—140 wins
5. "Blue Thunder" (Baltimore, MD)—129 wins



1. X FACTOR (Deer Park, TX)—200 wins
2. RIDGE RENEGADE (Brooklyn, NY)—188 wins
3. \*SPEED FREEK\* (Ventura, CA)—171 wins
4. Cool T (Tampa, FL)—169 wins
5. JACKAL! (Philadelphia, PA)—161 wins



1. NMT (Minneapolis, MN)—323 wins
2. "BOO!!!" (McKees Rocks, PA)—286 wins
3. MATRIX.\*. (Cedar Hill, TX)—285 wins
4. MACABRE (Orlando, FL)—277 wins
5. 'Tiger (Minneapolis, MN)—240 wins

**XBAND Top 5 lists**





## JUNK-Y JUNKIE

it's all about junk.



**1** elmo & baby zoe. sesame street toys are cute. talking elmo was pulled from the shelves because it sounded like he was saying "i want to \*\*\*\* you" instead of "i want to hug you." pictured here is not a talking elmo but an elmo sofie. zoe is good, because i think her hair is an extension of her soul. baby cookie monster is super-cute too. 800-PLAYSKL. **2** litchi & lemon kissmint. this gum is tasty; it's fruity-sweet with just a hint of mint. you can find it in asian markets. litchi (or lychee) is a small, oval fruit with a hard red covering and white, grapey flesh. it's good. from glico. **3** nintendo's ultra 64 controller. it has a middle "arm" with an analog joystick located at the top of it. the analog joystick allows for differences in degrees of movement. for use with games like *cruis'n usa* (a scheduled u64 release) from nintendo. (800) 255-3700. **4** donkey kong country candy. this one comes with little rubber donkey kong and diddy kong toys and a sticker. from bandai. **5** heights of abraham/electric hush. this is a delightful album; you can really get your groove on. heights of abraham is a group out of hull, where my friend sarah is from and my friend susan has visited (it's in northern england) from pork recordings/p.o. box 18/kingston-upon-hull/new yorkshire/england. **6** segasonic the hedgehog snowboard. a japanese snowboard company makes sonic snowboards and other sonic snowboard paraphernalia. sonic is referred to as segasonic the hedgehog in japan. from game soul. **7** giant robot. my friend eric's superbly informative 'zine that covers everything from fireworks to japanese pro wrestling to hong kong flicks. send cash or check made payable to: eric nakamura/p.o. box 2053/los angeles, ca 90064. (\$4 single issue/\$15 for 4 issues.) **8** polly pocket fun time clock. there's one problem: no alarm, otherwise a ton of fun. plus there's a secret compartment. be careful not to lose small pieces. i got one for christmas. from mattel. (800) 524-PLAY. **9** royal crown draft premium cola. this is ambrosia for the t & t staff. the cool bottles have made mothers against drunk driving really "madd" because they look like beer bottles. made with the finest kola nuts. from royal crown co. (800) 374-6572. **10** virtua fighter candy. a lot of japanese candy is exciting precisely because you get much more toy than candy. this one comes with a super-deformed virtua fighter figure. also from bandai.

## YOU ARE NICE

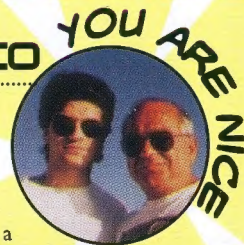


**JOEL BRETON**  
sega of america

Joel lives in San Francisco but has traveled to exotic places like Mexico, Central America, Thailand, the Philippines, Malaysia and Korea, as well as Europe. He's a software tester for Sega of America and works ten- to 14-hour days, which has heightened his appreciation for sailing, snowboarding, rock climbing and mountain climbing. It's good to get outside. His favorite color is green, as it symbolizes growth, and his favorite food is sushi—I don't know what that symbolizes. He's expert at preparing sushi, too. He doesn't watch TV, but thinks it clever, and his favorite movie is *Willy Wonka and the Chocolate Factory*. He recommends watching it with plenty of big, fat chocolate bars. He loves *Virtua Fighter 2* and is looking forward to more innovations from next-generation hardware. Joel is a Libra.

## TOMMY TALLARICO

tommy tallarico studios



Tommy is pictured here with his dad, Thomas Tallarico. As president of Tommy Tallarico Studios, Tommy makes music for video games and refers to his calling not as a job but a lifestyle, one which allows him to wake up in the late afternoon, write music and play video games until the sun rises. You've heard his music in all kinds of games, from *The Terminator* to *Earthworm Jim* to *Demolition Man* and, most recently, *Spot Goes to Hollywood* and *Skeleton Warriors* for PlayStation and Saturn. Tommy is also putting the finishing touches on his second album, *Tommy Tallarico Greatest Hits Volume II*. Now that the Christmas season is over, Tommy plans to spend more time with his 25th anniversary edition Lamborghini Countache (white with white interior) and playing his favorite games, *Destruction Derby*, *NFL Game Day* and *Tekken*. Tommy refers to his dad as a Tekken-aholic who's "always getting his butt kicked by me."



## BEANS!

info-beans.



Lately in Los Angeles: We discovered a Jackie Chan fighting game test machine at the UCLA arcade: *The Kung Fu Master—Jackie Chan* from Kaneko, with six characters including a feisty girl named Yeung who wields a staff. You play as Jackie Chan only once you've progressed through enough levels.



We got to see the *Die Hard Trilogy* game for the Sony PlayStation from Fox Interactive at the Nakatomi Plaza itself. The game is set to be released in April and features game play representative of all three *Die Hard* feature films.



We found Christmas Crunch after Christmas! If you can still find some, it's good until May.



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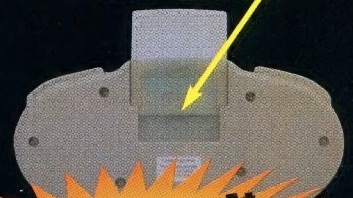
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It's that moment just after you rip it off, when the circuits are still pumping 'cause they don't know what hit 'em, and they've got that expression on their face like "Hey that's my arm!"...the first gush of oil from the open socket...the lights in their eyes going dim...yeah, that's when I know...I'm alive.



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Salvo's Cybernetic Inferno completes a 12 Hit Chaos Combo!



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